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ELECTRONIC GAMING MONTHLY

NUMBER 10

**PHANTASY STAR 2
MEGA-MAPS!**

**GAMEBOY/LYNX
PREVIEW!**

**16-BIT QUALITY
NINTENDO !**



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Abadex Burai Fighter Spiderman**

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06

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COVER - GAME OF THE MONTH: SUPER C.....78

The latest no-holds-barred shooting sensation from Konami is none other than the sequel to one of the most popular blast-em-aways of all time! Super C continues the bad guy bashing slaughter of Contra, with all new graphics and enhanced functions that take this game to an intensity level beyond the original! Eight new levels of play, giant Boss hardware, and plenty of firepower headline a game that's sure to please!

INTERNATIONAL - MEGA DRIVE UPDATE.....32

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BONUS SUPPLEMENT IN THIS ISSUE OF EGM!!!

Super Mario Bros. 3 - Super Trick Special!

Super Mario Bros. 3 is finally on store shelves, and EGM is here with the most definitive selection of super tricks and tips around! Find out about the super warps, the hidden bonuses, and all of the other surprises that make Super Mario Bros. 3 one of the best games of all time! Plus, in this bonus supplement of EGM, you'll get the complete history of the Super Mario saga, including pictures of Mario in the past!

ELECTRONIC GAMING EXPRESS.....36

This is your ticket to the future of gaming! In this month's fact-packed edition, read all about the new Power Glove and the advanced NES chip set that gives the 8-Bit the looks of more powerful machines!

PHANTASY STAR 2 SUPER STRATEGIES.....40

Pull out this special EGM insert for even more info on how to battle the alien takeover - including top secret tips that you won't find in the Sega book! Rip it out and blast your way to the end of this spectacular game!

HAND-FEED PREVIEW.....90

Get the scoop on dozens of new GameBoy titles, as well as the first photos of the next batch of Lyxx games like Xenophobe, Slime World and more!

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LOLO2



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NUMBER 10

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VIDEO GAMES IN THE 1990'S...

Welcome to the biggest and best issue of Electronic Gaming Monthly ever! Beginning with this edition we plan to not only provide you with the most up-to-date info on new games, tips and developments from within the industry, but we've also increased the total number of pages to supply you with adequate coverage of all the latest systems and game softs that will appear in the months to come.

During the last year we've seen an explosive growth in Nintendo market, with dozens of licensees releasing hundreds of cartridges compatible with the king of the video game hill. We've also witnessed all-new categories opening up in the portable and 16-Bit areas, with an explosive growth resulting in a new level of player satisfaction.

But are video games a fad? Not hardly, considering the fact that more NES carts are expected than ever before, with several titles such as Ninja Gaiden 2, Super C and Metal Gear 2 likely to draw even more attention to the tried and true 8-Bit workhorse. When you couple that continued interest with the rumors of new hand-held systems that play existing NES, Sega and Turbo games, you can bet that the systems of today will remain popular well into the future.

Even though 16-Bit systems such as the Genesis are commanding a high profile from players, don't think that other companies aren't looking for new avenues to explore for greater types of gaming! Remember that Nintendo still has a super system surprise of some kind (see Quartermann for new info on a possible new Nintendo mega-machine), and new rumors of a Sony 16-Bit, NEC 32-Bit, and NES-compatible CD-ROM interface continue to fuel the "next generation" fires. But how long will it be before games peak in potential?

Probably never. But in the face of all of these changes and with the introduction of additional hardware systems expected throughout this year and next, you can count on one source to have the first word on all the gaming developments that will affect you! Electronic Gaming Monthly has expanded its size and scope to include these changes with even more multi-person reviews, all-new previews you won't find anywhere else, and supplements and inserts that highlight specific systems and games!

In this issue you can read about several new hardware developments like a new Power Glove and graphics chips that let the NES make games that look like the 16-Bitters! Combined with hot tips and tricks, loads of honest reviews, a Phantasy Star 2 pull-out, Super Mario Bros. 3 supplement, and all of the regular EGM features, you've got much more than a normal video game magazine in your hands. We hope that you enjoy the additions we've made!

Steve Harris
Editor

NINJA 外伝 II

GAIDEN

Available
June 90

The Dark Sword of Chaos



TECMO
GAME PAKS
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Nintendo
ENTERTAINMENT
SYSTEM®

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The long-awaited sequel to Ninja Gaiden is coming soon. The Dark Sword of Chaos is the continuing action adventure of Ninja Ryu and The Evil Ashtar. Fight your way through 20 different stages and 10 new animated "Tecmo

Theater" cinema screens. Your skill, cunning and strategy can earn you 5 different "power-up" items including the powerful new Ghost Ninjas.

FEATURES:

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- Superior graphics & music
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- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- 6 Special weapons



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Got a problem? Filled with praise? Open up your mind and become a star in the pages of Electronic Gaming Monthly! If your letter impresses us enough we'll put your name in lights (well, actually in black ink) for thousands to see! Send your video gaming escapades to us at Sendai Publications, Interface-Letters to the Editor, 1520 Highland Avenue, Suite 300, Lombard, IL 60148.

Super Mario 3 Supplements?

I have an important question for your magazine. Is it possible to print a guide that contains all of the warps and tricks to Nintendo's new Super Mario 3 game. I found the first warp, but I would like to know about all the other secrets, including the possibilities of warps straight to the end of the game.

T.J. Lane
Birmingham, AL

(ed. - No problem T.J. You'll find a very special EGM mini-mag in this issue containing all the tricks you could ever want for this blockbuster cart, as well as a brief history of Super Mario and its developers.)

Telling it like it is...

I'm writing to tell you that EGM is an unbelievable, awesome magazine with the most unbiased game reviews around. I've just read issue six and was happy to see that you guys were the first to do a feature story on the eagerly anticipated Batman video game for Nintendo. While my favorite department is Gaming Gossip, I always look forward to reading about the new games in EGM first.

David Mikec
Addison, IL

(ed. - Thank you for the generous comments, David. We always try our best to bring you new info on the hottest games, and Batman deserves its "Game of the Month" status. As far as the reviews go, we figure if a gaming magazine can't form an honest opinion of new soft, independent of advertising or influences, then it has no business reviewing games.)



The 16-Bit After Burner 2 for Genesis

Looking For a Fight!

I've been dying for a Genesis version of After Burner ever since I bought the machine last fall, so I was very excited when I saw After Burner 2 previewed in "Next Wave" previews in issue eight.

When I called Sega customer service to find out a release date, however, they said that they had never heard of it. Are these people poorly informed, as I hope, or is your information on this new game invalid?

John Tucker
Jackson, MS

(ed. - Don't fret John! Believe it or not, EGM will often have information on new game releases even before the companies themselves know about them! After Burner 2 is under development for the Sega 16-Bit, and will appear in Japan for the Mega Drive sometime in April. The game retains most of the daredevil thrills of the coin-op, like 360 degree barrel rolls, air-to-air missiles and deadly aerial combat!)

Love Your Look!

The best magazine I've read so far is your sixth issue. You did a great job on games like Revenge of Shinobi and Forgotten Worlds, with two-pages of major pictures that were so clear you could actually see the magnificent detail in the games clearly! I just wish you guys would do this again in all of your future issues - especially with the game Phantasy Star 2. Congratulations, you're doing a great job!

William Garcia

(ed. - We strongly believe that the best way to show off a game is not with words, but with tons of photos instead! It's nice to know you like the Genesis games, and you'll be happy to know that we plan to continue our photo-spreads of new softs in the future. You'll also be glad to learn, William, that the issue of EGM you now hold contains a four-page insert on the new Genesis RPG, Phantasy Star 2 - including top secret info not found in the pack-in book!)

When Shinobi isn't Shinobi...

I own a Genesis and I love it for the arcade games it plays. I especially like Golden Axe, Ghouls 'n Ghosts and



Shinobi returns in Sega's all-new arcade game Shadow Dancer!

Forgotten Worlds. My favorite coin-op is Shadow Dancer by Sega. I was wondering if Shadow Dancer is coming to Genesis or is Revenge of Shinobi simply Shadow Dancer without the dog?

Brian Yu
Fairfield, OH

**UNTIL NOW
YOU NEEDED
A COMPUTER
TO PLAY AN
ADVENTURE GAME
AS ADVANCED AS
PHANTASY STAR II.**

NOW YOU DON'T.



Screen 1: The heroine Aili strikes at a monster seen in your dream.



Screen 2: Your party explores the inner city and discovers the Control Tower.



Screen 3: In shops, you buy some critical equipment you will need in your quest.



Screen 4: Carefully explore the wilderness outside the city on the planet Mota.



Screen 5: Barrowolf and Head Rot are mutant monsters you must destroy to succeed.



Screen 6: In the dungeons below the city your search is constantly beset by monsters.



Screen 7: Pig, an evil foe, keeps you from your appointed rounds and possibly success.



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Altered Beast™



The Revenge of Shinobi™



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Thunder Force III™



Last Battle™



Arnold Palmer
Tournament Golf™



Truxton™



Ghouls 'n Ghosts™



Rambo III™

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Welcome to the ultimate adventure game. Phantasy Star II for the 16-bit Genesis system features the biggest memory (6 mega) videogame cartridge to date. With 19 multi-level maze dungeons and 9 separate cities to explore, you'll be glad that we've included a 110 page book filled with maps and hints to help you on your journey.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

Your mission is to correct the problems. First you'll have to find the Central Tower from which the Algo Star System is controlled. You'll also visit factories, science labs and data libraries to plot your course.

Choose your partners from among Hugh, the biologist, Shir, the thief, Kain, the wrecker, and many more. Travel light—in Knife Boots and Carbonsuit. Stalk boldly into the unguarded wilds armed with magic and an amazing array of armory.

Together you fight hundreds of Biomonsters and solve twisted riddles that will hopefully lead you to your goal. Your quest may last hundreds of hours, so we've included battery memory backup so you can take a break. Then you can resume playing exactly where you left off.

Where else can you find such excitement, but on Genesis from Sega.



Super Hang-On™



Zoom!™



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Championship
Soccer™**



**Super Thunder
Blade™**



**Tommy Lasorda
Baseball™**



**Forgotten
Worlds™**



We Bring The Arcade Experience Home.

Sega Genesis Modem and Games™ These products are planned for future availability, and are sold separately. Each player needs a Genesis console. The Genesis modems and The Genesis game cartridge to play. © 1991 Sega of America, Inc. P.O. Box 262, South San Francisco, CA 94080

(ed. - Shadow Dancer does look very similar to Revenge of Shinobi, and for good reason - the game was developed as the sequel to the original arcade Ninja master on the same type of graphics hardware utilized by the Genesis. While the games are very similar, Shadow Dancer added an attack dog which follows Shinobi's movements. The dog can be summoned to fight enemies during battle. Will we see this game on the Genesis? Sega won't say for sure, but since it wouldn't be too hard to port over from the arcades - like Super Monaco GP and E-Swat which were also on system 16-B - we'd say the odds are good.)

Genesis vs. TurboGrafx "Take One"

I recently got your new number eight issue which compared the Genesis and Turbo. I would just like to say that I am utterly disgusted. Why on earth would your editors waste so much space on a system as inferior as the TurboGrafx? You said Genesis was the best so let's see more Sega and less Turbo.

Mark Bozzone

I completely agree with your cover story in issue eight. While the Turbo had a chance in the beginning, NEC blew it by not coming out with any good games from Japan. Now the Genesis is eating them alive, with fantastic graphics, sounds and play in games like Revenge of Shinobi, Ghouls 'n Ghosts, and Golden Axe. Cash it in Turbo, you may have Japan, but you lost America!

Gordon Taylor
New York, NY

I entered the next generation of video games by purchasing a TurboGrafx-16 with all the software available. After playing the games for several weeks, I was tired of them all. Then Genesis appeared with Ghouls 'n Ghosts and Space Harrier 2 and I knew I could do only one thing. I traded my Turbo in for a Genesis.

Steven Sanders
Lawrence, KS

Genesis vs. TurboGrafx "Take Two"

Why is everybody making a fuss over the Genesis? Everybody loves it, and I don't know why. The TurboGrafx has a CD-ROM (which gives the system even better graphics), but you never hear anything about it. It is a superb machine. I own a Nintendo, Sega, Genesis and Turbo and so far the TurboGrafx has proven itself worthy to me. People always say one machine is better than the other, but remember, nothing is forever!

Dan Adams

Is the TurboGrafx-16 such a bad unit that you constantly degrade it? Didn't the P.C. Engine burn whole cities down with excitement in Japan? Don't you know that NEC is intelligent and the minute that the Genesis and other 16-Bit systems start slowing on games, NEC will be flooding the market with all kinds of games. NEC has a long way to go to the poor house. Not even the Genesis could live that long...

Hail the TurboGrafx-16 Super System!

Michael Gray
San Francisco, CA

I really like your magazine, but it seems like you prefer the Genesis over the Turbo. Just because it uses a 68000 processor instead of a 6502, I think the Turbo has brighter, sometimes better graphics and more diversity in games.

Chris Tojak
West Chester, PA

Genesis vs. TurboGrafx "Take Three"

I just finished issue eight and the article on Genesis vs. Turbo was most interesting. I already own both systems so I don't have to agonize over a decision. If for some reason I had to get rid of one or the other I think I might get rid of both because they're both so good! I'd hate to have to live without one or the other.

Even though the Turbo is not a true 16-Bit, it sure acts like one in graphics, sound and game play and that's what players are looking for.

Michael Sweda
Tucson, AZ

After reading your comparison of the Turbo and Genesis, I felt compelled to send in my two-cents worth.

I own both systems and have some observations of my own. First of all, both systems are excellent! Each paints super graphics and lush backgrounds. It's hard to say one is better than the other, but the Genesis barely beats the Turbo (although the Turbo holds up well for a machine that's a few years old).

In terms of music and backgrounds, I think that both machines are evenly matched. Add the CD-ROM to the Turbo and the clear winner is obvious.

There's a tie again in the library of games. If NEC would get the lead out and port over more P.C. Engine games they would have an advantage. Sega, however, has an arsenal of games planned that must be reckoned with.

In the important category of game playability, a category EGM did not include, the Turbo is, in my opinion, the clear winner. The Turbopad offers pinpoint control and accuracy. You actually feel as if you are a part of the game, living the adventure. The Genesis controller, however, handles like a car with no tires. Trigger response is mushy and imprecise and the directional pad is inaccurate and unsure. The lack of built-in Turbos, like those on the Turbopads, demonstrates poor thought on the part of Sega's designers. The Turbo games also possess a quality that just makes them more fun to play.

Which machine is better? Both are incredible and play fantastic games. Before buying, I suggest that people read and find out which systems play which games and choose accordingly. Either way, you won't be disappointed.

Gary O'Neal
Murfreesboro, TN

Code Name: Viper You're The Drug Lord's Worst Nightmare!



Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up! You must now locate your fellow agent and collect the explosives you'll need to finish your mission—and the murderous Drug Lord.

- **Power Jumping:** A great skill when you need to dodge bullets or mount sneak attacks.
- **Hidden Doors:** Behind them, find hostages, additional weapons and ammunition.
- **Secret Communique:** As you advance through the 8 levels, you'll uncover the message—and the dreaded Drug Lord.
- **Bombs:** Handed off by a fellow agent, use these to escape to a more challenging level.
- **Spectacular Graphics:** Sensational graphics make South America's dangers come alive!



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ELECTRONIC GAMING REVIEW CREW



NES - Konami

Super C

Type: Action Release: Now
Levels of Play: 8 Difficulty: Avg.



The eagerly anticipated sequel to the original Contra game has finally arrived! Super C continues the adventures of the dynamic duo that removed the enemy terrorists in the first game.

This time out, our heroes must contend with much more than a fanatical terrorist organization. Now, alien forces have joined in and you must contend with mechanized spiders and other organisms, as well as tanks and helicopters. Power-ups can also be collected once again to help battle the evil forces!

NES - Milton Bradley

Abodox

Type: Shooter Release: Now
Levels of Play: 6 Difficulty: Avg.



Journey to the heart of an alien planet in Abodox, Milton Bradley's new side-scrolling shooter, licensed through Natsume.

Abodox is filled with many of the most standard features in shooting games. Weapon power-ups, advanced Bosses with enhanced abilities, and a multitude of alien attackers all appear at various stages in this horizontally-scrolling blaster. Each round is further accompanied by its own individual background scenery and dangers!

STEVE

The editor and publisher of EGM is partial to scrolling adventure games and high-intensity shooters above all else. While Steve understands that RPGs have their place, he'd much rather blow an alien into a million bits instead of talking to it.

Super C doesn't represent a drastic change from the original, nor a totally unique entry into the running/shooting library of games. The cart is executed extremely well, however, with graphics that are fantastically detailed and play that is superb. A good game supported by great features.

Abodox is a little more than an average side-scrolling shoot-em-up. The graphics are good and the whole thing handles very well. The variety of power-ups is also welcome, especially when out to stop the large Bosses. Not outstanding, but definitely very good!

ED

While Ed enjoys all types of video games, many of his favorites come from Sega. A big fan of RPGs, Ed has recently completed some of the most difficult games such as Phantasy Star 2. Ed is now awaiting new challenges from Castlevania 3.

Konami again comes up with a fantastic shooter. Not content with just another sequel, Konami dives into new chip technology. The result is a game with unequalled graphics, sounds and spectacular game play. A truly outstanding shooting game in almost every way.

I find it hard to find anything spectacular in Abodox. While the game plays well and features all of the common power-up enhancements you'd expect in this type of battle, there's nothing that can be labeled really new. It plays fine, and for most that's good enough - but I'd have liked to see more.

MARTIN

Martin is the gaming champ at EGM, with over a hundred games completed and high scores on games for all the systems as well as the arcades. Martin is now working on Burst Fighter from Taito and Super C from Konami.

One of my favorite arcade games has finally arrived for the NES! It captures the feel and play of the coin-op, and even adds three new levels! Mind-blowing graphics and sound as well as excellent game play make this one of the best shooters ever ported for the Nintendo system.

Abodox is a good shooting game, but nothing that is overly exciting. The main character handles kind of strangely, and there's never an overwhelming number of enemies attacking at any one time to make it as intense as it should be. Not bad, but could have been better.

JIM

Jim just finished off Shadowgate for the NES, and is now directing his attentions to Utarna - The Quest for the Avatar. When he's not trying to translate Japanese, however, Jim enjoys all types of games ranging from the most complex adventure titles to the most straightforward shooters.

There's no denying the fact that Super C is one of the best NES shooters to come along in some time. The graphics are beautiful, both in the fore and background. The available attack options are visually impressive as are the Bosses that take up the entire screen. In a word - magnificent!

This is a fine side-scrolling shooter to replace better-known shooters like R-Type that have never appeared for the NES. Abodox looks good, plays well and is challenging enough to make repeated play varied and interesting.

Bionic Commando. Experience the Power of a One-Man Army.



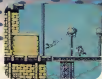
Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

Expect an onslaught of challenges and extraordinary graphics when you battle enemy forces in their futuristic lands. Your powerful extending bionic arm and incredible arsenal of weapons gives you all you need to become an unstoppable one-man army.

To the most daring soldiers, this might

seem an impossible test, but they've never experienced the power of Bionic Commando!

- Bionic arm extends, providing unbelievable power and strength.
- Earn the weapons necessary to battle enemy forces.
- Bionic Commando offers some of the best high resolution graphics available.
- This is a challenge for even the best video game players!



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NES - Taxian

Burai Fighter

Type: Shooter Release: Now
Levels of Play: 7 Difficulty: Hard



Burai Fighter, designed by game expert Ken Lobb, incorporates several types of proven play formulas within the same shooting theme. Burai Fighter casts you in the role of a super soldier, armed with a pulse rifle as well as the ability to travel over and through any of the different game landscapes. Burai is also loaded with different weapon enhancements which can each be independently powered-up. Prepare for multi-scrolling, overhead rounds, and all the shooting you could ever want.

Burai is an exemplary shooter. The power-up build-up features a welcome change of pace, and the built-in head-fire is nice and almost a necessity in this shooting game this intense. A variety of attackers, power-ups, and backgrounds further increase the challenge and surprise. Fantastic!

A shooter that is highly reminiscent of Section Z, with a wide variety of weapons and power-ups along with non-stop action, Burai is better than the average shooter with a password that keeps the game interesting. The scrolling is smooth and the game remains challenging. Not easy, but fun.

A cross between Forgotten Worlds and Side Arms, which combines side and overhead shooting action. This is one of the better shooters for the NES, with excellent background graphics, great game play and plenty of power-ups. This one should keep shooter fans busy!

Burai Fighter is one of the best original shooters to come along in a long time. This game comes with multiple skill levels to tailor the game to you. The power-up build-up is a great touch and although the controls are strange at first, Burai succeeds in the end.

NES - Tecmo

T. World Wrestling

Type: Sports Release: Now
Levels of Play: N/A Difficulty: Easy



The latest wrestling game to hit the market is Tecmo's World Wrestling. World Wrestling doesn't have the endorsement of an association, but there are several different fighters to choose from, each with their own strengths and weaknesses.

The action unfolds both inside and outside of the ring, with few rules and a number of specialty moves expanding the scope of the game. A commentator describes the action as it takes place within the scrolling ring.

Tecmo World Wrestling is another straightforward wrestling simulation. The ring announcer takes up a lot of space and "talks" so quickly you can't read half of what's said. The game is well executed, however, with a variety of animation and moves that are easily performed.

An unusually well done wrestling game. Offering a large selection of moves, this game could have been another me-too wrestler. Throw in smooth animation, detailed cinema close-ups and fight off with a commentator and you end up with a wrestling game to buy even if you already own one.

Another good wrestling game for the NES. Tecmo has graphics that are above-average, but the wrestling could have had a bit more detail. Training screens are a nice touch. It is difficult to perform some special moves, but all in all it's not a bad wrestling game.

Tecmo Wrestling is probably the best I've seen so far. It doesn't have an organization endorsement, but what it lacks in name it makes up for in game. Tecmo has beefed this normal sports game up with cinema displays and multiple motions. The commentator doesn't work, but it's a fun game.

NES - Activision

Ghostbusters 2

Type: Action Release: Now
Levels of Play: 4 Difficulty: Easy



The gang is back in this video game sequel to the popular movie Ghostbusters. Ghostbusters 2 uses a number of mini-games that are all tied together via the movie script. The Ghostbusters have to slime their way through scrolling action sequences, driving modes, and against the ultimate evil of Vigo! Each phase of the game introduces a new backdrop of characters, weapons and goals, while the familiar Ghostbuster tunes jam.

None of the games within a game are great, but most of them are fairly done and follow the movie. The scrolling graphics are detailed enough and colorful, but there's never enough in the way of themes to contend with. There's nothing really wrong with this game, there's just not a lot that's notable.

Some sequels just don't measure up to original. This is one of them. While different, the game just doesn't have the hook needed to maintain the game theme. The action is OK, but frustrating at times. Perhaps a better game for the younger player but it just isn't interesting enough to hold interest.

A poor sequel which, as sad as it may seem, is better than its predecessor. The game play follows the movie vaguely, containing slime shooting and driving scenes which feature O.K. backgrounds, but little character detail. Just like the movie, Ghostbusters 2 is a disappointment.

I didn't like the movie and I don't like the game. What Ghostbusters 2 suffers from is a lack of content. Many of the different segments are particularly bad, there just isn't enough substance to make them interesting or fun. None of the segments is strong enough to stand on its own.

BOXXLE is the go-anywhere brain teaser that makes action games look easy. Your challenge is to move the boxes into their proper spaces and clean up the "warehouse." Sounds simple? Just try it! You need more than manual labor to win, it takes brain power to beat **BOXXLE**! Once you clear a screen there's another. And another!

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Not Just Kid Stuff

Heavy Barrel

Type: Shooter Release: Now
Levels of Play: 7 Difficulty: Avg.



This Commando-inspired shooting game provides a number of new twists on the classic scrolling shoot-'em-up. Ported from the arcade game of the same name, *Heavy Barrel* places you in the middle of a multi-scrolling, winding pathway teeming with all kinds of enemy soldiers, tanks, helicopters and more. As you work your way down elevators and past Bosses, you can uncover locked chests with keys to expose power-ups and pieces of the *Heavy Barrel* gun—the ultimate power-up!

Although it controls a bit haphazardly, *Heavy Barrel* has all the diversity and shooting power it needs to sustain itself as something different from *Commando* and similar games. The goal of piecing together a mega-gun is a nice sub-plot, but the straight action is the strong point in *Heavy Barrel*.

Perhaps Data East's best attempt at a shooter. While very similar to the Warriors the idea of searching for the pieces to a super weapon adds a different twist to the game. The graphics are very well done, scroll smoothly and change often. As a shooter the action is constant - one of the best this year.

A hot new arcade translation from Data East which blends *Ikari Warriors'* theme with *Contra* shooting and power-ups. Finding the pieces to the Heavy Barrel weapon, which is one of the most intense power-ups in any video game, is cool and the 2-player option is nice. A good chance of a sequel.

Heavy Barrel isn't overwhelming, but the game does play well and offer some new incentives that haven't been seen before. The object of constructing the Heavy Barrel is good, but the weapon doesn't last long enough. A good game that should make most shooting fans happy.

NES - Capcom

Code Name: Viper

Type: Action Release: Now
Levels of Play: 9 Difficulty: Avg



Definitely inspired by similar running, jumping and shooting games, *Code Name: Viper* takes the basics of shooting games like *Rolling Thunder*, adds highly detailed scrolling backgrounds as well as graphic/text scenes that allow you to converse with other characters.

The action is standard enough, with kidnapped citizens that need to be freed, power-ups that can be collected, and several types of guns that must be used to blow the drug-running enemy apart!

Code Name: Viper expands upon Rolling Thunder and similar games by including intermissions and a puzzle that fills in piece by piece. The routine is nicely drawn, and the action is non-stop. The game is difficult, and you'll find your belt continuing a lot, but a password every three levels helps.

Rolling Thunder 2 is a better name for this game. The action is sloppy and critical jumps are frequently missed because of the problem. The enemies appear in the same places creating more of a pattern to the action. Good graphics and game play can't help a cart that controls bad.

Nintendo's way of letting you buy a licensed version of *Rolling Thunder*. Virtually identical in game, game play and theme, *Viper* does offer more variety in backgrounds, Bionic Commando-style text screens. An above-average game with enough challenge to keep the best players occupied.

Viper does look like *Rolling Thunder*, but it is a very good downside of this special style of game. There are many rounds, new goals like rescuing hostages and obtaining grenades, as well as a training puzzle to solve. GraphicText is another addition that elevates Viper above *Thunder* in my book.

NES : Data East

AI Unser Turbo Racing

Type: Driver Release: 04/15
Levels of Play: N/A Difficulty: Easy



This is one of the first of several racing games set to appear on the NES this year. *AI Unser Jr. Racing* uses a first-person perspective from slightly behind the car you control. Dozens of race courses from around the world are used, each with its own twists, turns and maps.

Turbo Racing is further expanded with a unique power-up system that allows you to tailor your vehicle from race to race. A tournament mode further enhances play with multi-lap races, pit stops and more!

Turbo Racing is a very nice package. Not only do you get two types of practice modes, but you also get an arcade-style tournament feature that has qualifying laps, customizing options and more! The background and track graphics are good, but the cars suffer from flicker when bunched up.

Of all sports games, I like racing best and when a new one appears it better be good. Unser has good interiors and lots of courses, auto options. But it does lack a tachometer and the graphics, while detailed, are designed in a very old-school way. There is no gas gauge and the pit area doesn't work.

There is way too much flicker in this racing game. Whenever you get into a pack of cars, half of them disappear! Unser does present some nice features, like a pit stop and qualifying for each race, but the execution of these goals is very poor. Some high points unfortunately won't save it.

A User has a lot to like, including Pit Stops, qualifying laps, digital graphics and turbo boosters. Multiple courses must be challenged around the world and you must wind through a reel pack of cars. You can even break down your car! Some graphic problems and no fuel gauge detract though.

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EG

Genesis - Seismic

Air Diver

Type: Fly/Shoot Release: 4/01
Levels of Play: 8 Difficulty: Hard

Air Diver is a fast-paced, true first-person flying game that involves both maneuvering and fighting skills. The advanced F-119 Stealth Fighter or "Air Diver" carries a nasty punch, complete with forward guns, homing missiles and after burners.

You climb in the cockpit of the Air Diver, with a control panel and heads up display that allows you to track attacking fighters on radar and then blast 'em! Loop maneuvers and Bosses must be overcome in order to liberate the nations of the world!

Genesis - Sega

Herzog Zwei

Type: Strategy Release: 4/01
Levels of Play: N/A Difficulty: Hard

Herzog Zwei is a complex action strategy game that uses a military battle between two forces (you and a computer or human opponent) as the game theme.

You must purchase troops, transports and tanks in an effort to claim neutral bases and overrun the enemy installations. Once a secure foothold is in place, you are then urged to launch an assault on the enemy headquarters with any one of the many different attack strategies programmed in to the mobile forces.

Genesis - Seismic

Super Hydlide

Type: RPG Release: 04/01
Levels of Play: N/A Difficulty: Hard

Super Hydlide is based on the same type of game as FC's Hydlide for the NES. Seismic's Super Hydlide, however, features crisp 16-Bit graphics detail and excellent music and sound effects.

The game play remains relatively the same, although several other factors such as nighttime have been added for extra realism. You must explore a vast landscape, fight with deadly creatures, and try to solve puzzles with the help of others. Four meg plus battery highlight this cart.

What we have here is After Burner with some purpose. Air Diver's strong points are a map scene for difficulty adjustment and bad Bosses that require fine flying to shake and strike down. The cockpit is detailed, but the backgrounds scrolling in a choppy fashion. A nice flying/shooter that's a bit repetitive.

This is a very unusual game. It's not an arcade game, shooter, action title. Herzog is a military strategy action game I guess. The graphics are looking very similar to the overhead view in TF2, but the play is very regimented and it will be hard for anyone but war gamers to appreciate.

While Super Hydlide may be interesting enough to capture the hearts of RPG enthusiasts, I seriously disliked the jumpy animation and the difficulty in control that it caused. Also, you waste time you spend time building your character - not exploring. There just isn't much to motivate play.

With its first-person perspective looking out of the cockpit, Air Diver comes off as an excellent flight/simulator. Barrel rolls, loops and flips are all well executed. The computer is a very strong opponent. While the altitude doesn't significantly change, this only makes the game more intense.

This is a good game designed for a small group of hard-core players. This military simulation has well drawn graphics and a very formidable computer opponent. Too complex for the average player, but two-player options and very faint arcade-style overtones help out.

A role-playing game of monstrous proportions. Along with this is the very high difficulty level. Building up strength and weapons is painstakingly slow, but not unusual for games of this type. Graphics are good too. While the story and complex, SH is the first RPG for serious role-players.

While the choppy background scrolling didn't impress me, the cockpit is highly detailed and nice to look at - the effect, however, wears off quickly. Controls respond well, with a nice barrel roll and loop. The huge Bosses add depth to this slightly repetitive After Burner clone.

This game is very tough to grasp. Getting used to the controls of the "ice-skating" fighter takes some getting used to, but once you have it down it becomes easy to transport forces around. The game, however, doesn't become fun. Only for the hard gamers who want strategy in their shooters.

Super Hydlide is a lot more expensive than the NES version, and the graphics really make the game look nice. It still takes way too long to get into the actual exploring and fighting mode of play, but once you're built up the game has some fun elements. Not for everyone, but a good Star 2 follow-up.

Air Diver is much more enjoyable than After Burner, simply because there is so much more to do. Air Diver is NOT a simulator, but you must position the bad guys before they appear, as well as contend with more than just mindless drones. The loop is a pleasant addition as well as the Bosses.

I don't like Herzog Zwei at all. I know there must be some wargaming fanatics who will enjoy planning a computer-controlled attack, but there just isn't enough hands-on in this title. You simply assign weapons and let the computer do the work. If that sounds enjoyable then you'll love it.

Super Hydlide is painfully slow in execution when the adventure begins. There are lots of nifty features in the game, and the options menu is good, but the game has very jumpy graphics, however, that detract from the detail, but all in all it's not too bad if you know what to expect out of Hydlide.



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TurboGrafx-16 - NEC

Neutopia

Type: RPG Release: 4/15
Levels of Play: 8 Difficulty: Hard



Neutopia brings the Legend of Zelda style of play to the Turbo, with advanced graphics and a quest that is filled with monsters, magic, swords and surprises! You assume the role of a brave warrior who has been enlisted to save four king-doms from ruin. A dark spirit has invaded these lands of peace and stolen the sacred stones that preserve happiness. To complete things further, a young Princess is also held captive and must be released if the power of the stones can be freed.

Neutopia is little more than a clone of Zelda from beginning to end. The play mechanics are identical, featuring eight worlds and eight dungeons to make out, the controls are identical - everything is identical! The same options exist within an environment of better graphics. Needs more originality.

Zelda lives again... Neutopia is so close to Zelda it is virtually identical. For the Turbo the graphics are better and the mazes are new. It's a very good quest game, with a long adventure and a necessary password. It's a new category of game for the Turbo and it plays well.

Neutopia is an enhanced version of Zelda, with all of the proven concepts thrown into a next generation environment. If you liked Zelda then you should like Neutopia, and if you hated Zelda you'll hate this game as well. I wish they would have put more features into the game.

Sure, everyone will compare this game to Zelda, but what's wrong with that? Zelda was a tremendous hit, and with the added realism afforded by the Turbo graphics, the game just gets better. True, there's not much new or original here, but if you want a 16-Bit Zelda, Neutopia is perfect!

TurboGrafx-16 - NEC

J.J. and Jeff

Type: Action Release: 3/15
Levels of Play: 8 Difficulty: Hard



There's nothing complicated about J.J. and Jeff - it's a great looking action game that shares the same type of spirit found in Super Mario Bros. There's a lot more to interact with here, however, and the graphics throughout are pure dynamite! The structure is close to Mario, with four rounds comprising a level. Hidden bonuses are everywhere, as well as rooms where your buddy gives advice and powers you up or let's you play slots for more health, coins, or men. Giant Bosses round out the cast.

J.J. and Jeff is a terrific game! It's got all the charm of Super Mario, but has slicker graphics and infinitely more challenge. Completing the game shows that only the most persistent will enjoy, but the game never becomes too difficult. J.J. and Jeff looks, sounds, and plays outstanding!

An adventure game in the Wonder Boy vein. Very well done and unrelentably funny. While tamer than Zelda, there are still plenty of hidden rooms, traps and items to discover. Graphics, sound and a lot of action make JJ come off as a game that has never been seen in the U.S. before!

Great running/jumping action in the tradition of Super Mario Bros. The graphics in J.J. and Jeff are cool, with bright colors and terrific animations. The game is difficult, but should prove challenging to players who felt that Super Mario was too easy.

J.J. and Jeff is a great game that will probably not get the recognition that it deserves because it doesn't have a well-known name. Everything that makes Super Mario Bros. great is here, along with special graphic screens and mid-ages. The game is hard, but there's not much more to dislike.

TurboGrafx-16 - NEC

Takin' it to the Hoop

Type: Sports Release: 03/15
Levels of Play: N/A Difficulty: Avg.



Takin' it to the Hoop is the first of the 16-Bit basketball contests. Hoop uses comical caricatures of all the players, who each possess different abilities and weaknesses, while on the court. This colorful display turns into a highly detailed and fully animating cinemascopie whenever a player goes for a slam-dunk or shoots on the free-throw line.

Additional options expand the game into full league tournaments or offer multi-player combo play.

Takin' it to the Hoop looks great in the close-up, but has a few too many pests during regular play. Once you get the basics of moving and passing the ball down, the game becomes interesting, but unfortunately it becomes repetitive as well. Playing a game is O.K. - playing a season is tedious.

A fantastic basketball game! Not as fast-paced as Double Dribble, but with graphics that are considerably better, Hoop puts more personality into play with a whole bunch of backcuts. Close-up shots are highly detailed and view different angles. The best basketball game to date.

Another video game basketball game that looks good and has new features for league play, but is no where near as fast or action-packed as my favorite video basket game, Double Dribble. If you absolutely need a basketball game and all you have is the Turbo, then get it.

Takin' it to the Hoop looks great, but plays just like any other basketball game on the market. The options for team changes are good, but the whole thing simply plays too slow to develop any real "action". Not bad, but not that thrilling either.

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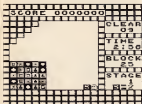
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GameBoy - Taito

Flipull

Type: Act./Puzzle Release: Now
Levels of Play: -- Difficulty: Avg.



Flipull is a very strange game that incorporates the constant moving of a reflex-tester with puzzle-solving game play. You control the Flipull character up and down the right-side of the screen, while a stack of different kinds of blocks rests on the left side. Starting with a special block that is compatible with all the target squares, you must knock out the bricks. Destroying several bricks in a straight line (or a vertical line if you use the top of the screen to ricochet them down) awards bonus points.

GameBoy - Taito

Space Invaders

Type: Shooter Release: Now
Levels of Play: -- Difficulty: Easy



Space Invaders was the first arcade video games to attract a large audience of players and, some say, paved the road for Asteroids, Pac-Man and their derivatives. The object is simple, destroy a squadron of aliens that move rhythmically to the left and right, descending one step towards your position along the bottom of the screen whenever they reach one side or the other. Bonus UFOs fly by on top while the aliens speed up as they descend in numbers.

GameBoy - LJN

Spiderman

Type: Action Release: 5/01
Levels of Play: 8 Difficulty: Avg.



The Spiderman GameBoy cart uses play mechanics and options that cause comparisons to Castlevania or Shinobi. The game uses very familiar round structure that has Spidey taking on henchmen from every direction, and then fighting one of the comic book nasties as a more powerful Boss. The punching, kicking and web-slinging action is played on top of both vertical and horizontal scrolling backgrounds and includes graphic/text intermissions between stages.

Yes, Flipull is another puzzle game for the GameBoy. But it is a **VERY GOOD** puzzle with just the right amount of strategy. The game requires precise thinking and planning subsequent moves is a must. Like Tetris, Flipull is a simple game, but highly playable and quite addictive.

There's not much that you can say one way or another about this game - you either like Space Invaders or you don't. Don't plan on getting anything more than what the title promises. Space Invaders had its day and is done nearly perfectly on GameBoy, but the game itself is very average.

Like Castlevania, this game is an outstanding example of how good a GameBoy game can be! Both the on-screen and background graphics are top-notch, with dual speed scrolling in some areas and vertical movement in others. The power-up options are also good. A thumbs-up winner!

Good puzzle games are difficult to produce. Make it too hard or too complex and it won't succeed. Flipull combines the best of Tetris and others in a game which is addicting, devilishly simple to understand, but not so easy to beat. It's a puzzle game that grows on you as you play more!

Games just don't come any worse. At least SI on the 2600 had some SI on the GameBoy is just about the most boring game ever made. There is no challenge here, no incentive to get further into the game and nothing to hold interest. No updates on the theme make this game bomb in my book.

GameBoy action games are typically old NES reruns. Spiderman is new and refreshing. The action is fast, but it is also clear and more importantly, controllable. The intermissions are well done and add to the mood of the game. There is a lot here to prove that good games can come in black and white.

Yet another puzzle game for GameBoy that includes the manipulating of boxes. Though it seems simple at first, there is a hidden level of challenge that makes the game very addictive. An above-average portable puzzle game.

If you played it in the arcades and you still have a place in your heart for this outdated blast-from-the-past, then this is for you. Not in the same league as Tetris, but what can you say.

Shinobi for GameBoy! Everyone's favorite web-spinner comes to life using nearly every aspect of Shinobi together with new features like swinging on webs and scaling skyscrapers. Excellent background graphics and nice music blend together to make a game that looks, sounds, and plays good.

This puzzle game is interesting in that it doesn't take an abundance of brain power to play, but to get to higher levels it does help to have some gray matter. The game has an interesting concept that is delivered well with lackluster graphics.


This is Space Invaders. Although it is a great version, this game is just too old to be considered a real computer. The execution is nearly identical, however, so the game gets a point for the web-to-copy translation, but it ends up being a boring old game - which is exactly what it is.

Spiderman is a great game, with dual scrolling levels, multiple levels of scrolling and a terrific, albeit familiar, game play. Collect web power to travel above the enemy and fire at huge Boss creatures. The backgrounds, intermissions and action are all top-notch!

Enjoy
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gaming gossip

32-Bit Nintendo System...NEC Hand-Held Delays...Castlevania 3 Release Date...Phantasy Star 3 Development...Little Lynx Coming Soon...New Genesis RPG Due Later in Year...Hudson to Produce Turbo Games...Dragon Quest 4 Released in Japan...

...Welcome one and all to the new and improved Quarterman show - now with less salts and fillers! To start things off this month, try this bit of gossip on for size...Although it is a totally unconfirmed rumor, several sources have given yours truly info indicating that Nintendo may have a lot more under the hood of their next-generation super system - the Super Famicom. White shirts at the highest levels of Nintendo have reportedly leaked word that the Super Famicom, which is expected to be released in Japan in March of next year followed by a stateside roll-out in August, is a true 32-Bit system, with even more power than originally specified! Does this mean that the Super Famicom was simply a smoke screen for an even greater gaming machine? Maybe, or it might indicate that Nintendo has upgraded their graphics processors even further. Whatever the reason, the Super Famicom (which was originally unveiled in October of 1988) will not be seen for more than a year...

If the Nintendo 32-Bit story is true, then you can file this one under the "Wow what a coincidence" file. I've also learned that NEC's advanced game machine was not the Super Grafx but instead will be a 32-Bit with enough power to drill all existing systems into the ground. The machine is still rumored to be in the development stages, but evidently NEC wants it to happen...In other NEC news, several large national retailers have informed me that NEC has held off on the release of their cool color portable until next year. NEC is wisely searching for better ways to expand the market for their Turbo consoles before introducing another piece of hardware. The system may still appear before Christmas in Japan, however, but further tooling is being done to the portable at Epson in Japan...

...The latest entries in trilogy sequel madness are Castlevania 3, first shown to American audiences by my editor and Castlevania crusader Steve Harris last issue, WILL be whipping its way to the states later in the year! The other big news for sequel fans is word of Phantasy Star 3 for the Genesis! But I just finished part two! Anyway, sources tell me that it won't be ready for awhile...One game that Sega may be hinting at for their big Christmas push this year is Vermillion (see International Outlook for pix), although they won't confirm it! C'mon guys, it's a great game, start bragging about it!...

...Little Lynx may be on its way! This baby brother to the larger Lynx could appear this year, with all of the functions of the regular portable in a smaller crescent-like design...While we're on the subject of hand-helds it now seems official that Nintendo will be restricting the number of GameBoy softs that will appear this year. What a bummer guys! If there's a hundred games available, why are you doing this "We've got it but we won't let you play it" rap again? You think players are going to buy the system knowing that only some games will be available? Give us the games!...

...Now that I've seen the 8-meg Super Grafx Ghouls and Ghosts, I can honestly say that this machine is a force to be reckoned with! While the play may be a little rough to some, the graphics are so intense they blow even the Genesis away! Additional layers of scrolling and detail that were heinously omitted from the Sega version have been replaced, making it look and play even closer to the coin-op. Don't worry, though, since next to no one will ever see the game over here...Some other big news from Japan concerns the release of Dragon Quest 4. Dragon Quest (our Dragon Warrior) is the hottest series of games going in the big J, with long lines and truant children surrounding previous releases. Number four took the cake though, with HUGE lines starting on Friday for the game's Sunday arrival in stores, and fights breaking out when there weren't enough copies to go around. Don't look at me, I can't see what all the big fuss is about either...

...It now appears that Hudson will be supporting the TurboGrafx with game softs in the states! Maybe this will finally give the Turbo the shot in the arm that it needs to get back into the ring punching...Some other cool softs set to appear down the line include American Sammy's Ninja knock-em-up Ninja Crusaders (great name Mike!) and several games from Natsume, a group formed by ex-Capcom and Konami developers. Believe me, their stuff is sizzling hot!...Until next time...

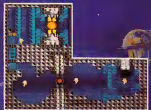
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INTERNATIONAL OUTLOOK

NEW GAMES, SYSTEMS AND INFO FROM AROUND THE ELECTRONIC GAMING WORLD

MORE GENESIS EXCITEMENT ON THE WAY?!? PREVIEWS OF UPCOMING MEGA DRIVE GAMES FROM JAPAN!

Just as the majority of Nintendo product is developed and programmed in Japan, most of the software now being produced for the Sega Genesis is first proven in the land of the rising sun. Across the Pacific, and soon in Europe, the Sega 16-Biter is known as the Mega Drive. Beyond some minor changes in surface detail, the Mega Drive is absolutely identical to our Genesis - except that certain portions of some games enjoy a different appearance and Japanese words are used in place of English.

While several Genesis games have been developed for simultaneous release to the Genesis and Mega Drive, there are many softs that have been released in Japan, or are currently in development, that have yet to see the light of day on these shores.

We've traveled to Japan to collect the latest and greatest Mega Drive games and compile the following game previews. Some of these titles, such as *Batman*, will NEVER be released in the U.S. due to licensing restrictions and prohibitive cross-over. But many of the games on these two pages will eventually show up on store shelves under American labels, ready to plug into your Genesis!

In addition to the games shown here, there are close to 50 other games in preproduction. These range from familiar titles like *Super Fantasy Zone*, *After Burner 2* and *Power Drift* to lesser known entries such as *Mahjong Cop* and *Phelios*.

Regardless of the names, however, it's apparent that Genesis will definitely have the games!

BATMAN

Following hot on the heels of the Nintendo release, Sunsoft will unleash this magnificent game later in the year. The play mechanics are similar to *Revenge of Shinobi*, with all-new power-ups and stunning backgrounds.



The superb 16-Bit Batman!



This is a Sega version of Gauntlet!

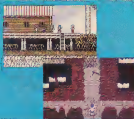
GAIN GROUND

This sleeper arcade game never really made a name for itself in the states. The play is very much like the action/adventure game *Gauntlet*, but with much more variety in the backgrounds, enemies and power-up functions.

VERMILLION

Vermillion could represent the next mega-game from Sega after *Phantasy Star 2* hits. A six-meg masterpiece, with a number of different playing modes, Vermillion uses the Genesis' graphics power to fill the screens with marvelous landscapes and hideous creatures.

Vermillion is part RPG and part action/adventure, with a hit-point health system and all kinds of items that must be located. First-person scenes are also used in dungeons to split up the perspective.



MOON DANCER

This six-meg graphic/text adventure represents a visual tour-de-force for the Mega Drive. Moon Dancer combines narrative text with vividly drawn graphics from multiple locations in the adventure. Add several different characters, options and menus and you get a RPG unlike any other.



Have you ever seen a game with such complex and colorful graphics before?

**BLAST ACROSS
THE GALAXY
IN FIVE LEVELS
OF HORIZONTAL
AND VERTICAL
SCROLL**

HEAVY UNIT

Heavy Unit is a spiffed-up shooter that throws a transforming robot into the middle of an alien war machine. All kinds of aliens attack, some more powerful than others, with well drawn scenes leading into Boss battles.



The scrolling backgrounds in Heavy Unit are highly detailed.



Different weapons must be used during each of the different levels.



Like most shooters, big Bosses block the end of each level of play.

SORCERIAN

Another big RPG from a company called Nihon Soft Bank is Sorcerian. While this game could easily be labeled a side-scrolling Phantasy Star 2, it is very different in many ways. While you control several characters at once, this soft plays like a Castlevania adventure, with magic and other options.



Gather your party together and set out on your quest. Be watchful of your hit points and magic!



New Zealand Story is filled with bright and colorful graphics like those shown here.

NEW ZEALAND STORY

Adapted from a Taito arcade game that managed to attract attention everywhere in the world except here, New Zealand Story stars a little Kiwi who must fight his way through several levels of pastel play, wiping out Bosses and collecting bonus items.

PSY-O-BLADE

From Sigma comes this action game that's heavy on graphic/text panels to play out the futuristic story. The execution is akin to CD graphic games that paint beautiful pictures and then present different puzzles in a cinemascopic environment. This is unproven, but it looks great!



Psy-O-Blade is an unusual graphic game for the Mega Drive. Looks good doesn't it!

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Demolition Men Super Game	119.99	100.00	
Demolition Men Super Game (MARC)	119.99	100.00	
Demolition Men Super Game (MARC)	119.99	100.00	
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GENESIS GAME CARTRIDGES			
NAME	SEGA	NEW	WELL
Alien Hades	29.99	49.99	
Crash Bandicoot	49.99	59.99	
Crash Bandicoot 2	49.99	59.99	
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Crash Bandicoot 4	49.99	59.99	
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ARCADE ALLEY

BEHIND THE SCENES AT THE 1990 ACME SHOW...

Most EGM readers have read about various trade shows, such as the bi-annual Consumer Electronics Show where the majority of game companies show off their new products to prospective dealers and game magazines like the one you now hold.

Unknown to most, however, there are two major conventions which highlight the best that the arcade game manufacturers have to offer. These shows, called the AMOA and ACME, take place for basically the same purpose as the CES - to allow coin-op giants like Capcom, Atari Games and Sega to strut their stuff and court potential arcade and location buyers.

A whole new selection of coin-op quarter-munchers was recently displayed at the 1990 ACME in the grand old windy city of Chicago. Although the convention was heavy on common themes such as shooters and fighting games, there were several items that stood out from the crowd and exhibited the superior design and execution that spells success and often indicates the shape of games to come for systems such as the NES and Genesis.

With the help of the arcade aces at EGM, we'll point out some of the best games we saw on the floor. Some of these games may look familiar, but they all have several things in common...they're fast-moving, fun to play and they look like dynamite! Keep your eyes peeled for these innovative games!

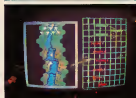
Sega's G-LOC

This game could have easily been called After Burner 2 or After Burner Plus, but Sega has instead given it an acronym label that stands for Loss of Consciousness due to Gravity. While the name doesn't have much to do with the game, it is appropriate for sheer intensity!

G-LOC follows most of the standards originally forged by After Burner. You control an on-screen fighter jet in an aerial fight to the finish. As you fly the unfriendly skies, enemy fighters appear all around your position, providing clear targets for your guns and missiles while occasionally shooting back!

The controls in G-LOC are much more responsive than those found in its predecessor, with barrel rolls and all kinds of slick backgrounds scrolling by at lightning speed. You must also watch your radar or you may find yourself fleeing an enemy jet as the perspective leaves the cockpit and shows the opponent trailing your plane.

Adjustable speed, afterburners and great shooting action make G-LOC more than just After Burner!



Capcom
MERCS

Called Commando 2 in Japan, this new shooter features a perspective that is almost identical to the original Data East-released game.

MERCS is a three-player combo game featuring eye-popping graphics, backgrounds and Bosses. The seven levels of action take you into heavily fortified enemy territory against troops, tanks and weapons - some as big as the whole screen! A very intense and slightly difficult shooter with power-ups and more!



Irem's
R-TYPE 2

The sequel to one of the hottest and most challenging shooters of all times is finally here! R-Type 2 continues the battle against the Bydo in all-new environments that take you into outer space, underwater and beyond!

Enhancements over the original R-Type include new weapons, an even more powerful Beam Storage blast and Boss creatures that make the first game look primitive.

R-Type 2 is quite like the original; it looks great, is very challenging and has battles that will break the experts!



Taito
WGP

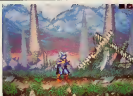
Racing games have never looked like this! WGP uses motorcycles as the main mode of transportation to take you on a multi-course trip around the world. You must qualify by placing high enough against other riders in a winding course filled with surprises.

Super scrolling graphics that tilt when you move and a simulator ride-on make WGP interesting!



SNK's
NEO-GEO

Originally shown in EGM #9 in its consumer system format, the SNK Neo-Geo made its stateside appearance for the first time at ACME. All of the softs announced before were present, including Magician Lord (above), a dual-scrolling action adventure game with incredible graphics and NAM 1975, a target-shooting game with 16-Bit graphics and intermissions. The Neo-Geo is not planned as a consumer machine here, but you can now play the games, which include fantastic graphics, sterling sound effects and even real voice! A great arcade system!



NEW NINTENDO CHIP BOOSTER PROMISES TO DELIVER NEAR 16-BIT GRAPHICS AND PLAY

For several months Nintendo has been down playing the new 16-Bit hardware systems as unnecessary and, with a lack of hundreds of game softs, unfulfilling. Whether or not this line of thinking is true or not remains to be debated, but it is known that Nintendo has pushed back the release of their next generation machine in favor of continued support for the 8-Bit NES. Why would they refrain from unveiling a new class of super system? Well, the answers from Nintendo are many, but their official and unofficial reasoning includes the fact that there are close to 20 million NES base units in circulation that obviously need software support. They also believe that the NES is still a greatly untapped resource with many years of active use still ahead.

Whether they admit it or not, however, it is impossible to not recognize the graphic and audio differences that exist between a top of the line NES game and an equally constructed Genesis title. The additional colors, sprite movement and graphic clarity that exists in the Genesis make it a more powerful visual machine hands down.

But now Nintendo appears to be living up to their promises of turning the NES into a much more powerful system with memory and graphics capabilities that approach the 16-Biters! Using a new breed of Memory Mapping Chip (or MMC), the NES will now be able to perform a wide variety of dazzling tasks!

One of the most noticeable limitations of the NES is its ability to paint a large number of highly detailed graphic characters on the screen at one time. Using the Nintendo MMC3 add-on chip, however, both foreground and background characters take on a much more life-like shape. The MMC3 also enhances the Nintendo's ability to scroll and move objects. The real difference in games that use the MMC3 (like *Batman*, *Double Dragon 2*, *Super Mario Bros. 3* and *Super C* at right) is, of course, their looks.

While the MMC3 is just now starting to gain support with game developers, and several new softs that utilize the MMC3 technology are set for release this year, Nintendo has already announced a whole new series of graphic chip boosters called the MMC5 and MMC6. Both of these chips make it possible for the Nintendo to enjoy even more powerful functions such as manipulating over 1,000 characters on the screen simultaneously! The MMC5 and MMC6 will also enable developers to choose from a much larger palette of colors - and allow many more to be displayed at one time. The result of these advances are games that can shadow, tone and detail like their 16-Bit rivals.

The MMC chips may not surpass true 16-Biters completely (especially in terms of processing speed), but they do offer new hope for a great system before it becomes outdated.



MATTEL PREVIEWS NEW POWER GLOVE CONTROLLER BEHIND CLOSED DOORS AT TOY FAIR!!!

The Mattel Power Glove has proven itself to be much more than just a normal alternative to the joystick. While there are still some minor shortcomings to the system, the available applications open to the Glove remain, for the most part, untapped. As a peripheral the Glove does its job, moving characters on the screen through hand and finger manipulations. The real value in the Glove, however, lies in games that have been designed specifically to take advantage of the enhanced features and responsiveness that the Power Glove offers. One of the first carts in this category is Glove Ball, a three-

dimensional breakout-type game that uses an on-screen glove instead of a paddle. Depending on the actions of the Power Glove, the video glove responds to bat the ball at the bricks and keep the game alive.



technology that makes it possible for the peripheral to "view" the position of the Glove and sense the movement in your fingers, the new Glove goes one step beyond its predecessor in several important areas. First of all, the input

pad that rests on the back of the Power Glove is now fully detached. It is no longer as troublesome to calibrate the device either, with the single press of a button now working on a lot of games that previously took multiple entries before play began.

The Turbo Sport won't arrive in stores until much later in the year, so practice on your Power Glove before it arrives.



The Turbo Sport packaging—looks cool doesn't it!

In response to some who felt the Power Glove was too heavy and bulky for marathon play, Mattel has also produced the next generation in Glove technology! Called the Turbo Sport, this Power Glove Plus enjoys a number of additions to the original design that make it easier to play with.

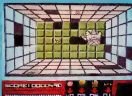
While the Turbo Sport is essentially a Power Glove, using the same advanced



The Turbo Sport pad is detached from the glove for lighter movements!



Mattel's Glove Ball features multiple levels of brick-bashing in a first-person perspective that uses the Power Glove!



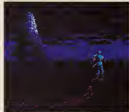
NEXT WAVE



Nintendo - Tecmo
Release Date - June

NINJA GAIDEN 2 THE DARK SWORD OF CHAOS

The second chapter of this martial arts masterpiece introduces Ryu to even more formidable opponents, all-new power-up functions, and an evil master named Ashtar who secretly planned Jaquio's demise in the first game to get at the Ninja. Mix a mysterious U.S. government officer and beautiful Irene Lew with seven new acts of action and adventure and the results are explosive!



THE NEW SOFT Volume Three

NINTENDO

Bad News Baseball
Crystalis
The Last Ninja
The Mafat Conspiracy
Master Wu
Mechanized Attack
Ms. Pac-Man
Ninja Gai Den 2
Solstice
Space Defense
Starship Hector
Thunderbirds

TURBOGRAFX-16

Red Alert
Y's

GENESIS

Curse
Ghostbusters
Phelios
Thunder Force 3

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The evil Wizard Malkil is back. And his fury rages out of control in the form of four sinister elements: Earth, Wind, Fire and Water. As Kuros, the knight warrior, you track them in their dark domains—pursued by armies of vile creatures. To emerge victorious, assemble the shattered IronSword. And face what no warrior has ever faced before!



Look for IronSword and
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Nintendo
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Nintendo - Tecmo
Release Date - May
**BAD NEWS
BASEBALL**

Tecmo introduces their second baseball game - this one geared towards a slightly younger crowd. Bad News Baseball features well-drawn intermissions and comical characters who take to the field for a game

of baseball that stresses fun more than statistics. A scrolling playfield, well-executed batter/pitcher confrontation and nice controls round out the game.



Nintendo - Jaleco
Release Date - Fall
THE LAST NINJA

This cart is being adapted from the popular computer game of the same name, as well as its sequel. Last Ninja involves an action quest within rooms displayed in unique three-quarter angles.

Most of the graphics and play mechanics appear to be ported over almost identically in the early version we received. This isn't Ninja GaiDen, but for kung-fu fans who want a different kind of game, this should fit the bill perfectly.



Nintendo - Activision
Release Date - Fall
**THUNDER-
BIRDS ARE
GO!**

Although you may not know about this television series of the seventies, which starred puppets rather than people, their adventures sure do make for a good game.



Licensed from Japan, Thunderbirds uses all kinds of different backdrops in a shooting game starring all of the unfamiliar wooden faces of the TV show.

Nintendo - Romstar
Release Date - May
RALLY BIKE



Patterned off of the arcade game of the same name, Rally Bike challenges you to beat out a pack of opposing racers in a motorcycle rally through many different vertically-scrolling backgrounds. Along the way, it is possible to power-up the cycle with shielding side cars, refuel at gas stops and perform jumps to activate other special features. Finish high enough and race again!

Nintendo - Tengen
Release Date - May
MS. PAC-MAN

After releasing Pac-Man for the NES, Tengen does themselves one-better in this sequel. Programmed in-house at Tengen, Ms. Pac-Man plays like a carbon-copy of the coin-op

quarter muncher, down to the last dot! Ms. Pac also scrolls to accommodate the vertical layout of the arcade game, and features new mazes and speed options!



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HEAD-TO-HEAD TEAM ACTION!

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Nintendo - Vic Tokai
Release Date - May

GOLGO 13 - PART 2 THE MAFAT- CONSPIRACY

Golgo 13 is back and better than before in this exciting sequel to last year's mega-hit! In his second adventure, Golgo must track down a deadly terrorist organization known as the Mafat. These ruthless killers have kidnapped a famous scientist and stolen his satellite technology in the hopes of blackmailing the U.S. and Russia. Several environments and excellent intermissions move the story along.



Agent Golgo 13 continues his adventures as an international super-spy in The Mafat Conspiracy. Golgo must race to find out the secrets of the organization and stop them!

Nintendo - Color Dreams
Release Date - April
MASTER CHU

The folks from Color Dreams are back again with this odd named game.

Manipulate your hero through several rounds



of play, perfecting your attacking skills along the way. Nothing explosive, but too early to tell.



Nintendo - Square
Release Date - April
RAD RACER 2

The thrilling multi-level racing of Rad Racer is back in this expanded sequel featuring all-new cross-country courses, music and options!

Nintendo - CSG Imagesoft
Release Date - May
SOLSTICE

While some companies are trying to enter the fantasy and RPG genres with clones of Dragon Warrior, CSG Imagesoft has licensed a fascinating game with a familiar quest, but dresses it up in an all-new suit!

Solstice stars a brave adventurer named Shadax who must explore dozens of rooms on multiple levels to locate a magical staff. While this may not sound revolutionary, the implementation of the game is interesting and unique, with hidden rooms, secret items, and nasty traps and creatures lurking around every three-dimensional corner!



Boys Mode

Girls Mode

BAD NEWS BASEBALL™

Available
April 90

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SYSTEMS



REV-A

It's new! It's fun! It's Bad News Baseball, the new cartoon-style, outrageously funny baseball game from Tecmo. We're sure you have never seen anything quite like this baseball game. It's

fast-paced and jam-packed full of new animated cinema screens. Play against the computer, play with a buddy, or use the spectator mode, but you had better get ready to laugh.

FEATURES:

- 1 or 2 Players
- Superior graphics
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- Choose from 11 different pitches



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Nintendo - Hudson
Release Date - May

STARSHIP HECTOR

First announced over two years ago, Hudson has finally decided to go-ahead with one of the finest shooters the NES has ever seen. Hector uses both vertical and horizontal-scroll backgrounds, and features bonus points, risk incentives, and some standard power-ups.



One of the Boss fortresses at the end of a vertical round - pretty impressive, eh?



Blow the odd rounds away and move on to the deadlier horizontal levels!



Nintendo - JVC
Release Date - Fall

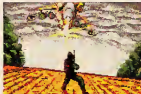
BOULDERDASH

The computer game comes to the Nintendo through Data East and from new NES licensee JVC. This action/strategy game requires you to plan a path through a rock-filled cavern. You must be careful not to dig underneath soft soil or a rock may come down on your head - or use them against the bad guys!

TurboGrafx-16 CD-ROM - NEC
Release Date - June
RED ALERT

Without a doubt, one of the best CD-ROM games to date for the Turbo CD player is Red Alert. This Commando-style shooter takes advantage of the full graphics capabilities of the Turbo system, while employing the CD-ROM Interface to incorporate vivid full-screen cinemascopes "movies" filled with sound effects and real human voice!

These intermissions, however, are simply a bonus for this game, which stands on its superior game play. The play may not be unique, but the game certainly is revolutionary!



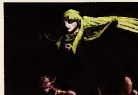
TurboGrafx-16 CD-ROM - NEC
Release Date - May
ANCIENT Y'S

Those of you who are familiar with the Sega 8-Bit version of Y's won't be strangers to this game, but you'll also be very surprised!

The Turbo version of Y's, which is enhanced via the CD-ROM Interface, is filled with wonderful music

(played off of the CD-ROM), magnificent graphics, and stunning intermissions.

The game, however, is a little more down to earth. While the graphics are better than previous versions of Y's, it's still essentially the same type of game, with lands to explore, weapons and armor to purchase in towns, and nasty creatures to kill.



One of graphic intermissions from Y's



Genesis - INTV
Release Date - May
CURSE

This horizontal shooter, first pre-viewed in EGM #8, has finally been picked up by INTV Corp. Since its future in the U.S. is no longer in question, we felt you should get another look at this short but sweet five round blast-em-up.



Spray the screen with super firepower!



Dig these deadly Boss dudes - WOW!

Genesis - TechnoSoft
Release Date - July
THUNDER FORCE 3

Although we still don't know whatever happened to the original Thunder Force, the second installment has proved to be an outstanding shooter. Forget everything you've come to expect from horizontal destruction, and prepare yourself for the latest installment of the Thunder Force saga lands in stores later this year!



As you can tell from the pictures, Thunder Force 3 is a graphic tour-de-force. Not only do the attacking aliens come to life in this strictly side-scrolling shooting game (the overhead scenes from part two have been mercifully ditched), but the backgrounds animate and pulse in vibrant detail! Special maps, enormous Bosses, and incredibly weaponry make this a shooter with no equal!

Genesis - Namco
Release Date - Fall
PHELIOS

Phelios is based on a multi-direction shooter that never saw the light of day in arcade. While it probably won't be as complex as the coin-op (which featured scaling and rotation), it looks like dynamite and has a bit more intensity than Truxton.



Genesis - Sega
Release Date - July
GHOSTBUSTERS

"Who ya gonna call?"

Well, you've heard the answer to that question, but never in 16-Bit! Sega rides out the Ghostbusters name one more time in

this well-animated graphic adventure! You take on the persona of one of the four Ghostbusters, exploring multi-scrolling mansions and trying not to get slimed! Super-detailed stills, complete with text, move the game along, while other screens add diversity.



Genesis - Sega
Release Date - July
CYBERBALL

One of the hottest and most original sports video games to hit the arcade in recent memory was Cyberball! From its futuristic slant, to the multiple play options, to the dual screen independent viewing for up to four competitors, Cyberball rocketed to the top of the charts. It was so successful, in fact, that it spawned a sequel called Tournament Cyberball as well as player leagues in arcades around the country!

Now all of the excitement of the coin-op has been packaged into a very impressive home version for the Sega Genesis! All the options you had in the arcade are here: you can choose the league that you wish to compete in, pick from dozens of different robotic teams, and even tailor your team members!

The game play pits you against a friend or the computer in a combative game of football that features robots instead of human participants. The general rules of football are intact: you must pass and run the ball around the opponent in an effort to reach the goal line. The similarities to the real sport end there, however, as machine meets machine on the grid iron. You get four chances to advance the ball (which doubles as a bomb!) to mid-field before it becomes critical and explodes one of your team members into the shop for repairs!

Cyberball is a very unusual football derivative that is ideal for the Genesis. Two versions of the game will be released: one for regular systems and one for the TeleGenesis for play that duplicates the arcade even more!



Futuristic Football from the Arcades to the Genesis!



NEW SOFT NEWS (Coming in Volume Three)...

Games are getting better than ever before, with more and more softs planned for every system out on the market! Nintendo, Sega, NEC and Atari each have a roster that combines familiar arcade hits with new and original developments that are destined to turn heads!

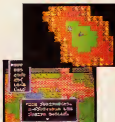
RPGs continue to be the focus of many games compatible with Nintendo, Turbo, Genesis and GameBoy. Action games still have their place though, and you can expect to see titles in this category as well.

Our Next Wave column in issue 11 will introduce you to many new entries in these and other categories. Some of the hot new previews will feature:

- **Ultima - The Quest for the Avatar...**
The sequel to last year's top-rated RPG delivers even more puzzles, surprises and adventure!
- **Double Dungeons**

A new concept in RPGs, this Turbo title features split screens for two-person simultaneous play!

...plus many more! Only in EGM!



Look for more info on the latest Ultima adventure - *Quest for the Avatar* - in the next issue of EGM!

REVEAL THE SECRETS THAT MAKE THE GAME SO MEMORABLE

PHANTASY STAR IITM

Phantasy Star 2 is an epic game. This six-meg cart takes the Phantasy Star theme one step further with its extra memory and advanced 16-Bit graphics. Now, three Phantasy Star pros take you step by step through the adventure in pictures and words to uncover secrets not even found in the Sega give-away book. So set back and watch the Phantasy Star saga unfold once again...

1. A New Beginning...



You start off with very little money. Go out in the nearby countryside and battle some of the weaker enemy beings. Defeat them and earn money. If your energy gets low go to the hospital and re-energize. Continue to go back and forth outside until you have about 1300 mesetas.

Your first stop is in the armory where you need to buy two steel bars for Nei. You both can then battle the mutant beings in the countryside.

2. Using Teleports...



In many towns there are teleport stations. Once you visit a town you can always teleport back there (if you have enough money).

3. Prepare for Arima...



The protective gear store sells armor, boots and headgear to give you protection from the attacking enemy. After equipping your party sufficiently, go to your first destination - Arima.

At Arima, buy a sword for \$1200. Teleport back to Paseo and earn more money to buy yourself the headgear.

4. Head to Shure...



After buying sufficient weapons and gear, head Northeast to the dungeons of Shure.

5. Raid the Dungeons...

The goal in the Shure dungeons is to get a letter and a key. These items are on the dead man on the 4th floor but explore everywhere as you can get free weapons (silver ribbon for Nei). You

must get the dynamite on the first floor.

With the money earned in the dungeons, buy more weapons and gear at Paseo and Arima - the fibercoat for you and the shotgun for Rudo. Don't forget to sell the old weapons at the Resale Shop to get more money.



6. Getting to Nido...



Now travel to Nido. Use the dynamite to blow the door open.

7. Locate the lost Tiem...



The goal here is to find Tiem in the center of the third level. If you're at level seven, use your Hinas magic to transport out of the maze once you have finished your objective. An important part of your quest has been completed and it's time to move on.





CLIMATRON
DUNGEON

SHIVER
DUNGEON

TOWER
OF
NIDO

ISLAND

GILL
ISLAND

ISLAND

8. Time to Find Darum...



Go to the North Bridge. Darum is here and he blocks everybody's passage across this important link to Oputa.

9. A Fatal Mistake...



Here Tiem meets her father Darum. He doesn't recognize who she is and he kills her.

9. Before the Journey...



After finding out too late that she really was his daughter, Darum kills himself and the bridge becomes passable. Before going out too far, build up your money to about \$6,000.

11. Build Up in Oputa...



In Oputa town buy better weapons (two ceramic bars for Nei) and better gear (fibervest for Nei).

12. & 13. Learn Muzik...

The goal here (next photos) is to learn the Muzik Technique from Ustvestia. TIP: Don't give it to Nei as she dies before you have to use it. Teleport to Pasco and go home to get Amy.



14. Visit the Biosystem...



Go to the Biosystems Lab. The goal here is to get the recorder. Before getting here be sure to have one dynamite in your possession.

15. Get More Dynamite...



With the dynamite, blow open the door. Explore the mazes making sure to get the dynamite on the third floor.

16. Explode the Door...



Go to the fourth floor and blow the recorder room door open.

17. Head Back Home...



Get the recorder and use your Hinas and Ryuka magic to go back to town. Teleport back to Pasco.

18. Present a Gift...



Go to the Central Tower and give the recorder to the Commander.

19. Study Up...



Go to the Library to learn about your next mission. Make sure to get the Key Tube here.

20. Go to Zema Bridge...



Go to Zema Bridge. Use the Key Tube to open the door to get across.

21. Power-Up in Zema....



Go to Zema and buy better weapons (cannon for Fudo, laser knife for Amy, slasher for Anna and ceramic sword and boots for you).

MORE PHANTASY STAR 2 TO COME...

Watch for the second part to our Fantasy Star 2 Power Pull-Out next issue - with all the enemies shown!



Tricks of the Trade

**SECRET VIDEO GAME TRICKS,
CODES, AND STRATEGIES**



ABODOX

Invincibility

Blaze your way through this space game with a secret technique that will overpower the enemy! During the title screen, enter 'A','A',Up,'B','B',Down,'A','B', and then 'Start'. Now you can march right through the enemy lines unscathed.



ASTYANAX

Level Select

To warp to any level of play in Jaleco's new arcade-inspired action game Astyanax, simply follow this procedure: During the title screen, press the pad Up, Down, Left, Right and then press the 'B' button four times. A special menu will appear that allows instant access to anywhere in the game!



MOTO-ROADER

Special Codes

On the screen where you select your course, before you select the course, hold 'Select' and push Left for Slip mode (all cars slide on turns), Right for Time mode (gives time of winner), and Rich mode (start with \$50,000)!

Jeff and Ricky Hong
Chicago, IL

RAMBO 3

Special Explosion Technique

Rambo 3 is a very explosive game for the Genesis, but we've found ways to make it even more interesting! The enemy can be very difficult to overcome, but there are also ways to disarm the troopers in rounds two through six (not including the bonus first-person scenes). Want to know how to do these things? Well, EGM is here to tell you how!

To get the enemy to stop firing, play until you reach the main room of the second round and go the the left side of the explosive box closest to the right wall. Edge towards the left so that the box is half off the right-side of the screen. Now shoot it with an arrow bomb to the right and immediately run to the wall all the way to the left. If you succeed, the explosive box closest to the left wall will disappear! But be careful! If you destroy another explosive canister, the enemy will resume firing!

Chris Reyes
Canton, MI



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"YOU STAND AT THE EDGE OF A DEEP CHASM. FROM THE DARKNESS BELOW RISE THE SCREAMS OF THE UNDEAD!"

Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

Probe along menacing stone corridors looking for hidden passageways. Discover mysterious artifacts in dark chambers. Clues are there for those bold enough, and wise enough.

Torches. Keys.
Gemstones.

Slay a dragon, cross a river of fire.
But be careful. A wrong move could
bring your quest to an untimely end.

A whole world of options are at your command with

dynamic graphics to bring the dark mysteries of the Middle Ages to life.

The question is...are you up to the challenge of Castle Shadowgate?

KEMCO ▲ SEIKA



Shadowgate



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NES AFTER BURNER

Music Test

When your game ends and "Game Over" appears, hold the 'B' button until they disappear. A musical track selection screen will materialize and allow you to play any one of five separate After Burner tunes by pressing the 'A' button and stopping it with the 'B' button. To return to the title screen and resume play, hit the 'Start' key.

Genesis GOLDEN AXE

Level Select

To select any level at the beginning of Golden Axe for the Sega Genesis, press button 'B', hold the pad down and to the left, and start simultaneously on controller one. This should be done on the character-select screen. After it is activated, a small number will appear in the upper-left hand corner of the screen. Use the pad to toggle the number up or down for the desired level of play. Now go bash those monsters' heads in!

TOP GUN - The Second Mission

Level Select

Warp to any level with this trick! To enter the level select mode, take both controllers out of the jacks and turn the system on. Now plug a pad into jack one after the introduction begins. Press 'Start' after the first controller has been plugged in. Select one player (not vs.) mode and press 'Start'. You should now see 'Level Select 1' on the screen. Use 'Select' to choose levels!

Matt Simcoe



CRYSTAL MINES

Secret Level Select

There is a hidden level select in Color Dreams' Crystal Mines. Press 'Start' until it shows the player and level number. Then press the 'A' button and it will raise the level up to 81. The 'B' button lowers it.

Samuel Johnson
McConnelesville, OH

GHOULS AN DGHOSTS

Magic Weapon with Regular Armor

The magic armor is very powerful in Ghouls and Ghosts. It is, of course, more difficult to get powered-up with these special attacks since you must first find the magic gold armor. Wouldn't it be nice to perform magic attacks anytime you want? Now you can!

First, you must use the level select code printed in EGM Number 6. Once the level select is activated, go straight to Loki in the sixth round and destroy him. Next, allow the entire ending to be played without hitting reset. Now start on any level and proceed to a ladder or a weapon chest. To give magical abilities to your regular armor, you must climb a ladder and hold the fire button the moment you get off of it. Your regular armor will now be endowed with magic power! You can also perform this trick whenever you encounter a new weapon and open the chest - just hit the fire button the moment you do it.

This trick, unfortunately, will only work with the first suit of armor of your first life, so reset if you are killed or hit by an enemy ghoulie.

Lee Venticher
Sheldon, IA

Please note: Some Ghouls and Ghosts cartridges may not contain the level select, invincibility, and slow-motion features.

RAMBO 3

Bomb Shortcut

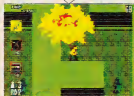
One of the most challenging rounds from Rambo 3 is the search and rescue mission. You must visit three different prison cells within the enemy compound to locate the proper hostage. It then becomes necessary to flee the round before time expires. Well, with this secret technique, you'll always leave this level with plenty of time to spare!

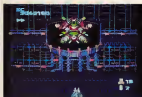
You must first begin the trick by liberating the two hostages in the upper-left and lower-left areas of the playfield. Since it's the last hostage who turns out to be the one you want, no matter which order they're rescued, save the prisoner in the upper-right. After you free him, place a bomb on the far left wall. It will destroy the structure and provide a quick and clean path to safety!



Free the
hostage...

...and blow
up the wall!





BLAZING LAZERS

Invincibility

There are many different codes in Blazing Lazers, and here's another one (don't get spoiled!). Once you're in the Debug mode (see EGM #6), enter sound 77 and press Up and Down to reset the game to invincibility mode!

Ken Herritt

COSMIC EPSILON

Funny Password

This is a very fine shooting game from Asmik that shares the same style of play as Space Harrier. One thing it doesn't share is the special codes that have been made popular by Konami. In fact, when you enter the Up, Up, Down, Down, Left, Right, Left, Right, 'B' and then 'A' sequence of pad movements on Cosmic Epsilon, the screen will display the phrase "I AM NOT KONAMI" as an obvious indication that you should not try that type of trick to get through this challenging cart!



FINAL LAP TWIN

Quest Code

In issue 7 we featured a code for this fine game, but it was not the ultimate entry according to some. Try typing in this one instead:

XXXX*k! PfX7N5
AAAAAD NQJAEGA

This gives you a variety of things.

MAGIC OF SCHEHEREZADE

Strange Password

The game, Magic of Scheherazade, is divided into many different 'chapters' of play. It also has a password feature that allows you up to three chances to put in the right code. To start at the highest levels you must play to the highest levels, or crack the code. Well, one of our EGM hot shots has done just that with this super special way to get around the conventional password entry and start on any level that you'd like!

To begin the trick, you must first punch in the letter 'W', followed by the number of the round that you'd like to jump to (e.g. W2 for the second level, W3 for the third level, etc.). After putting in this password, press 'Start' and the screen will tell you that 'there's an error, try again'. Continue putting in the same exact password as before (don't make any changes or the trick won't work). After you have done this the third time, the game will automatically start you at the beginning of the chapter you selected (via the number input) with all of the allies, items and magic you should have accumulated to that point in the game. This includes money, troopers, bread and much more!



WORLD COURT TENNIS

Quest Code

There is a special code that will give you everything you need to beat the King. This entry will give you the Magic Ball (all the henchmen defeated) and the inner tube. The code for these things is TWKMNHAAFFPH P and then a lower case z. Now go hit the courts!



ASTYANAX

Invincibility

To start your Astyanax adventures off with the amazing ability to walk through enemies and their shots (but not fall off of ledges and other dangers), press Up, Up, Up, Up, Down, Left, Right, Up during the title screen. This will make you immune to the monstrous attacks throughout the game!

Michael Preen
Gloucester, MA

GB CASTLEVANIA

Hidden Rooms

Throughout Castlevania - The Adventure, there are secret rooms that allow you to power-up Simon with full health and an extended whip, as well as a 1Up! These four rooms are well shadowed, however, and could take hours to find if you didn't read EGM! Here they are:



Get to this point in the game's first round...



...keep climbing up when you reach the top...



...and you're in the first bonus room!

Round Two



Progress to this group of stair-step stones...



...check your timing and whip an eye when it's here...



...a portal will open up! Jump in and collect bonus!



Round Three



Once you've out-run the spikes, this room appears...



...when you get this high on the rope, jump right...



...and walk through the stones to this room!



Round Four



In this room, get on the rope above the monster...



...before exiting the screen, jump off here...



...walk to the middle, jump up and climb up!



WIN A FREE GAME FROM EGM!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

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LEARN THE HISTORY OF THE MARIO BROS. SAGA!!!

SUPER MARIO BROS. 3

SURVIVAL GUIDE

LEARN ALL THE TRICKS
YOU NEED TO MASTER
THE MOST INCREDIBLE
NINTENDO GAME EVER
MADE!!!

VOLUME



1 PLAYER GAME
2 PLAYER GAME
© 1988 Nintendo

Story By J. Moon
Tricks By Steve Rynn

The Mario Bros. Saga...

There is a certain magic about Mario. What makes him so magnetic? What makes him so cute? What makes players come back for more again and again? These are the questions, and here are some answers...

We first met Mario, the Brave Carpenter, in 1981. C's star-ling with an ape named Kong, Mario had to run and jump his way through all kinds of hazards to save his girl in the classic game Donkey Kong. Shortly thereafter, the tables were turned in the arcade sequel called Donkey Kong Jr. Mario had captured Kong and, as his offspring, your task was to run, jump and climb your way to his rescue!

THE MANY FACES OF MARIO

Through the years our intrepid hero has turned into quite a super guy! Before the fame and fans that Super Mario 3 is sure to bring, however, Mario the Carpenter starred in several familiar games - often sharing top billing with a monkey named Kong!



Donkey Kong



Donkey Kong Jr.



Mario Bros.



Super Mario Bros.



Super Mario Bros. 2



Super Mario Bros. 3

These two running and jumping games set the standards for many similar titles that followed. In fact, many people still refer to certain kinds of games as Donkey Kong-type games.

The next evolution of Mario was the coin-op release of Mario Brothers. Although Mario had top billing, he shared it with his brother Luigi who we get to see for the first time. Their job was to free a sewer system of turtles, crabs and



other unwelcome pests. Mario Brothers offered another unique feature that has since become a standard on arcade games: two-player simultaneous gaming! Both Mario and Luigi could be played cooperatively or competitively at the same time!

Just who is this Mario character? He's a modest, working kind of guy, not tall and not handsome. His nose is big and he doesn't carry a gun or whip. Yet he can rescue the prettiest Princesses and capture Kong - he is truly a video game hero!

In 1985, Mario became super in the coin-op adaptation of the popular Famicom game Super Mario Bros. In this horizontally-scrolling running and jumping adventure, Mario and Luigi get bigger in more ways



than one! Touch a magic mushroom to get big, grab a flower and gain addition shooting power or capture a flashing star to become invincible! These added features not only made the game more fun, more exciting and more challenge-

ing, but in many ways increased the personality of the Mario character.

In late 1985, Nintendo had test marketed and moved into distribution an exciting new game system we've all come to know and love as the Nintendo Entertainment System or NES. Included with this system was, you guessed it, a faithful version of the Super Mario Bros. arcade game. Mario was well on his way to becoming a household name!

Like all celebrities, Mario has his mysteries. For instance, no one really knows, or if they know they won't say, who actually named the little Italian carpenter. It is rumored that Mario was named for the custodian by that name who worked in Nintendo's corporate



headquarters in Redmond, Washington. Another says it was the landlord of Nintendo's first U.S. offices. Nintendo has no comment.

The Super Mario home game for the NES was to become the home game by which all others are judged. It contained secrets and strategies never seen before. It's not surprising, therefore, that Super Mario sold close to ten million copies and spawned several sequels.

Although Nintendo released a sequel to Super Mario on disk in Japan, the NES game was based on a Famicom title called Dream World. This was followed by the release of Super Mario 3 which introduced all new features. Indeed, as games have evolved, so has our hero - Super Mario!



MIYAMOTO: THE MAN BEHIND MARIO!

The Mario Brothers wouldn't be so super if it weren't for one man: Shigeru Miyamoto - the mind behind the Marios. Miyamoto started with Nintendo as a package designer, graduated to character design, and later to game design, producing classics like Super Mario Bros., Legend of Zelda, Adventures of Link, Dream Factory (Super Mario Bros. 2) and the recently released Super Mario Bros. 3!

The design process begins with Miyamoto working together with a team of 3 programmers. He shares his game concept and, as a team, they

then hash out how to preserve the concept within the limits of the machine. When some consensus is reached, this team might grow to as many as 20 programmers, who work to translate the intricate design details into a game.

It may come as no surprise to EGM readers that the programming team who designed Super Mario was the same one that developed Zelda.

Another important aspect of gaming that Miyamoto considers important is game difficulty. He often designs his games from the back to front, begin-



Besides Super Mario, Miyamoto has also done the Zelda games!

ning at the most difficult level and working back to earlier levels of decreasing difficulty.

When asked about future game ideas, Miyamoto reportedly said that his next challenge was to design a game for grown-ups!

Tips and Tricks for the Ultimate Nintendo Game!

Super Mario Bros. 3 is filled with even more exciting secrets than the original Super Mario Bros. or its dynamite sequel! With this guide, we'll present some of the most important keys to success including the magic warp zones, special hidden rooms, and easy methods of racking up big points and multi-meni!

FIND THE FLUTES AND WARP TO HIGHER LEVELS!

Just like in the first two Super Mario adventures, Super Mario Bros. 3 has special techniques that will allow you to warp past the earlier levels of play to almost anywhere in the game! Using the secrets outlined below, you'll be able to locate the three flutes to transport which can take you to the last level of play almost instantly! Master the techniques and go!



Blow the flute to conjure up the winds which transport you to the warp zone.



You need all three flutes to warp to the last round of play while in the zone.

WORLD 1-3

Warp Flute One



First, get to world 1-3 on the game map!



Play through 1-3 until you get to this place!



Hold down in the middle of the white platform!



You'll fall behind the screen - continue right!



Don't hit anything as you'll reach the flute!

WORLD 1-Castle

Warp Flute Two



For Flute Two, get to the Castle on World One!



Now get to this location in the Castle!



Make sure you have the raccoon and fly up...



and over the wall to the right - press up to enter.



this room, where second flute is located!

BEGIN YOUR WARP TO WORLD EIGHT!

Once you have the first two flutes, you can get closer to World Eight by using a flute after World 1-3. Move to

to World Two after using the first flute and follow the steps on the next page to get the final flute to eight!

UNCOVER THE LAST FLUTE TO WORLD EIGHT!

WORLD 2



After finishing World 2-4, you'll notice that you can no longer move further right from this position on the map.



Fight the new fireball-spitting turtles in the uncovered area! If you win, the final flute will appear!

Warp Flute Three



Move back to the upper-right point and use the hammer to break the block. This will reveal a larger playfield!

GRAB THE FLUTE MARIO!



WARP TO WORLD EIGHT!

Once you have the third flute, use the second to warp to levels 5, 6 or 7. While on the warp screen, use the last flute and go to eight!



GO FOR A RIDE ON THE VALUABLE COIN BOAT!

In the first world of Super Mario Bros. 3, there is a secret ship that, unlike the Boss Boat, is a very friendly place to visit! On this hidden ship there are 168 coins that can be collected before it scrolls off the screen! That translates into bonus points as well as a free man (for gathering over 100 coins)!

The coin boat is very elusive, however, and a special technique must be used

before it will surface! The ship will materialize in front of the Boss Boat after one of the six World One rounds are completed. To make it show up on the map, you must have the exact number of coins to equal eleven times the round number. That is, if you finish round one, you need to exit with 11 coins, for round two it's 22 and so on! The round it appears on is random.



If you end the round with the right number of coins, this ship will appear!



Finish with correct count!



Get the card to finish!



The coin count appears!



Look at all these coins!

RACK UP MEGA-MARIOS WITH HOT 99 MAN TRICKS

WORLD 1-2

Are you running out of Marios before you can finish each world? Well, with this 99 man trick, you can get many free men - but it will take a bit of skill and some effort.

When you reach World 1-2, you will come to a cross-pipe that spits out an unlimited number of mushroom men! By getting these enemies to gang up, you can quickly jump on them as new appear and work your bonus multiplier past 8,000 and to the 100 level!



Get to round two in the first World and run ahead! Be sure that you are wearing the raccoon outfit or it won't work!

Jump on Toadstools



Keep moving until you reach this point in the round. Wait by the pipe and mushrooms will appear and go uphill!



Wait until five enemies appear - you may have to follow them up the hill right!



Once they're massed properly, jump into the air and come down on one...



...then jump off of the enemy and use your tail to stay in the air while more enter!



Press up and jump when you hit a mushroom for extra height and 11/10!

World 3-4

This technique uses turtles in a very special place. When you get to 3-4, you will pass several groups of mushroom men before arriving upon three turtles. Pass these enemies - don't touch them or stop them. Two flying mushrooms will appear and they must be eliminated before continuing. Keep moving to the right until the cloud man appears throwing green spikes. When he does, quickly run back to the turtles. Knock one out and grab it! Run with the turtle in your hand until you reach the special place and release it between the two stones. Avoid the shots from the flower in the pipe above (or shoot the flower before grabbing a turtle) as well as the falling spikes while remaining on the ledge for bonus 1Ups!



Once you get to 3-4, move past the mushroom men and turtles until...



...you encounter the flying mushroom men. Dispatch them and move right...



...to the 'trick area'. Don't sit the two blocks and continue to the right...



...Keep moving right until the cloud man appears throwing green spikes...



...go back to the turtles and grab one. Take it to the trick area and stand on the two-block platform!



Release the turtle and it will move back and forth between the blocks, hitting green spikes for 1-Ups!

1-Up Spikes

LEARN THE CARD PATTERNS FOR PERFECT PLAY

Throughout your Super Mario Bros. 3 adventure, you'll encounter several regular sub-games such as the face puzzle or treasure chest room. Another one of these additional rounds which you must master is the card game - one of the most difficult and most rewarding screens in the entire Super Mario 3 game!

The card game is very much like Concentration. A pattern of 18 cards is laid out in three rows of six cards each. You're given several chances to match up two identical cards. If you successfully complete a pair, you're awarded the power-up, coins or free man designated by the card. If you choose two cards which do not match, however, the cards are turned over and you must guess again. If you do not turn over all 18 cards in one card room, then the next card room you visit will resume where the last one left off.

The bonus card which appears on the map and allows you to enter the card game is awarded every 80,000 points. The cards will only appear once a round is completed though. If only there was a way to know exactly which cards were placed where!

Now there is! The card games are not as random as you might think. Instead, there are eight different card layouts and with a very few moves you can easily determine which of the eight patterns you're playing and select your future choices accordingly.

To the right you will see all eight card game layouts. It is wise to choose the second card from the left in the second row, examine what it is, and try to narrow down the choices if it happens to be a 1Up chest or Toad. With only one or two wrong choices, you can accurately determine the pattern and select all the cards quickly and without time-ly errors!

Pattern One



Pattern Two



Pattern Three



Pattern Four



Pattern Five



Pattern Six



Pattern Seven



Pattern Eight



LOOK FOR MORE SUPER MARIO 3 TRICKS IN
SURVIVAL GUIDE VOLUME 2 NEXT ISSUE!

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THE CULTURE BRAIN WORLD

A BIG CHANCE FOR THE WHOLE FAMILY!

Enter Culture Brains Kung-Fu Heroes nationwide tournament and win the grand prize.

Even those who aren't as skilled will have a chance to win. This tournament is not only for the game mavericks but for any family members. The champions will be selected from two categories: family and general groups.



CHAMPIONS TOURNAMENT

You are the torchbearers of the video game culture which is to be transmitted to the next generation.

Send Culture Brain a screen shot of the highest scores your team can get.

1. Please enter one of the categories

A. Family Category

If your team includes at least one person who is 12 years or under, enter the category. It is not necessary that you are family members.

B. General Category

If both of you are 23 years or over, you must enter this category.

Play Kung-Fu Heroes with the 2 player mode.

In the screen shot, both scores must be visible.

2. There will be two teams from each category. In a final of eight battle, both teams will be selected to the final in the final of eight.

3. The top eight teams will be invited to the final in Los Angeles.

The final will be performed by the studio. Final for both categories will be awarded as follows: The final prize winners will be awarded \$10,000.00, the second prize winners will receive \$5,000.00, the third prize winners will receive \$2,500.00.

In the event of a tie, there will be a playoff in overtime until one team is the final.

4. All the winners will stay overnight in Los Angeles and will be taken to Disney Land as a reward prize.

5. All the selected teams for the final will be awarded by Culture Brain.

6. All the winners category will be awarded as grand prize money to the final.

7. The final for the final will be awarded by Culture Brain.

8. A team can not make it to the final, it will be disqualified.

9. All the winners will be awarded by Culture Brain.

10. All the winners will be awarded by Culture Brain.

11. The highest score you can get with this game is 100,000,000.

12. If you go over it, the score will reset and start at 0, and the points you have gotten will be reset.

13. When you get over 100,000,000 points, play carefully so that you don't reset the score by exceeding 100,000,000.

To enter:
Please write down the following information as a proof of your age and I along with a screen shot in Culture Brain:
-entry category
-your name
-address
-age
-birth date
-telephone number

Please print your names, addresses, phone numbers on the back of the screen shot, also.



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Send to:
Culture Brain
Champions Tournament Dept.
15315 NE 30th Rd/Unit W8 80052
Tomball, TX 77375
Mail required before August 31, 1999
will be valid.

• During the contest period, you can enter the tournament as many times as you want.
• We are not liable for the unreturned mail.
• Teams who enter for the family category must include a person who is under 12 years old as of March 31, 1999.

Any screen shot under the following conditions will be disqualified:
- Screen shot that has been tampered with
- Screen shot that is not readable
- Screen shot that does not have the scores visible

CHAMPION OF THE U.S.!!

The tournament is planned for the entire family to enjoy. So come and join the challenge!

**WAOOOO...
\$10,000!**

The first-prize winners from each category will be awarded \$10,000.00.

The second-prize winners from each class will be awarded \$3,000.00.

The third and fourth-prize winners from each category will be awarded \$1,000.00.

If one or both of you are 12 years or under, enter the family category.
If both of you are 13 years or over, enter the general category.

Entry details are available on the board game, which will be given away at participating retail stores.

IN ADDITION TO THE TOURNAMENT, THERE IS MORE!

Receive a board game and win more prizes!

Everyone has another chance to win even if you don't enter the tournament.

STEP 1 GIVE AWAYS.

The limited edition of the Kung-Fu Heroes board games and buttons will be given away at the participating retail stores. Look for display posters.

STEP 2 WIN PRIZES.

Answer the quiz on the board game and send it to Culture Brain, you could win the deluxe prize by a random drawing!



Anything and everything about this campaign is great!

Prizes are subject to change without any notice.

For further information, please look for details on give away board games.

Give aways are limited in quantity of each store. Ask for more details at the participating retail stores.

Mm, I will enter the tournament, too!

The campaign is sponsored by Culture Brain.
For more details, please refer only through our ads or visit game department or display posters in your local board game or participating retail stores.
Prizes are awarded by random drawing.

CULTURE BRAIN™

Strategies for the tournament Part I

CHECK WINNI

Short cuts to become
the champions!
The winning prize is
\$10,000. 00.

Kung-Fu Heroes is a super comical
action game.
Over 2,000,000 people have already
played.
Even though this game is full of fun
and enjoyment, it is difficult, but not
impossible to reach the highest
scores.
Get ready!

CHECK POINT 1

KUNG-FU HEROES

Once you make up the
team, practice is the
only way to success.
We are looking forward
to seeing you at the
tournaments.



1. HE IS THE STRONGEST FIGHTER OF ALL.

The Kung-Fu fighter with a dragon's head and a human's body is
Dragonman.
To him, all your skills such as punches, kicks, and even miracle kicks
will be of no effect. The only way to defeat him is to strike him with
the sword. So, at any cost, you must find the sword.

4. THE GIGANTIC MONSTER, UNI-GON!

Uni-Gon breathes out fire. He is one of the strongest enemies. You
can defeat him and get a high score if you concentrate your attacks
on his head five times.
You could escape from him by avoiding him, or you could attack
and go for a higher score, which is your style!
Because there are many powerful enemies, you must study the
strategies and move yourself.

2. THE WILL O' WISP APPEARS!

If you take too long to clear one stage, he will suddenly appear and
pounce you so much where you go. However, he will increase his
speed. However, you can make him disappear if you jump over him
seven times. Get him before he gets you.

6. YOU DON'T WANT TO GET TOO CLOSE TO MR. COFFIN.

Mr. Coffin is a nuisance indeed. If you get too close to him, he will
attack himself so you and won't leave you alone.
If you don't finish him, you will be attacked by other enemies.
Defeat him before he gets you.

3. DON'T LET THE ENEMIES TURN YOU INTO STONE!

When you are flooded at the ray of the Mr. Mago, you will be frozen
into stone for a while. If this should happen, your partner should
protect you.
John efforts of a team are very important in order to achieve a high
score.

5. THE FORMIDABLE DRAGON!

The dragon lives in the garden. You shouldn't underestimate his
power. His scales are very tough and only the sword can damage
him. Be brave and attack him repeatedly.

CHECK POINT 2

LOOK FOR THESE ITEMS.

All the treasures and weapons are very precious. It is very important
to find as many items as possible.
If you leave items and go on to the next stage, you will have a difficult
time collecting some of the enemies and avoiding some of the traps.
Therefore, the game efforts of your team must be necessary. Try
strongly, and you should collect the items while the other
fighter watches the enemies. It is not advised that you keep
fighting enemies and let the
door open, you need to
hit all traps and
collect all the
items.

MAKE YOUR OWN MAP.

All the items will appear in fixed spots. Knowing where they are
makes a significant difference. Some items
may appear in real or hidden that in
rock and in blocks. Find several
items and write down all the details.
This way, you can clear a stage
efficiently.

MASTER THE EFFECT AND USES OF THE ITEMS.

You must understand the various uses of all the items in order
to achieve a high score. You definitely need to know how to use
miracle kicks and P balls as well as the power of the Legends.
The Legendary sword has you defeat some enemies
which you can't defeat with your bare hands.
The P balls will make you invisible.
Even Uni-Gon can get into
Princess using all the
items and then
the man of...



NG POINTS

CHECK POINT 3

Here are some hints you'll need to master to get the high scores for the \$10,000.00 prize.

All 32 stages are full of amusing and wonder items. All of them are very useful and should be treasured. Make sure that you get them all.



Sword

They say that a hero of an ancient legend once held this treasure. There's only one in this world.



Shorin Temple Mark B

If the Cat Mage hits you with her beam, you'll turn to stone. But this treasure will protect you from it.



Candles

With the magic light, the candles will illuminate the invisible traps.



Gun Ball

Aim at the enemies and fire away! Once you've tried this weapon, you'll be hooked.



Shorin Temple Mark A

Watch out for Mr. Coffin. He'll grab on to you. But with this treasure, you'll be able to fight back.



Crystal Balls

Crystal balls have a magical power and will reduce the number of bullets Golem spits.



Sake (wine)

Sorry, sure, it's not for kids. But give it to the Dragon, and he'll be reeling!



Mirror

A mysterious relic of ancient magic, it reflects the enemies' beams. The fighting is a lot easier if you've got the mirror.

Hints & Tips of special secrets

Special hints to get a higher score. There are some amazing techniques that allow you to get 10,000,000 points.

1. Jump on places that look suspicious. When you get to this stage, jump on places you think may be doubtful. You will be surprised!
2. In this stage, if you hit the rocks in order, it will lead you to a hidden stage. The order of the first two are given. What are the rest?
3. Another hint is this riddle which allows you to get high bonus points. "Defeat yourself with your own hands in this stage!"



① **Delightful comical Kung-Fu.**
Learn various skills and fight to the end.

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You can play with each other, or play against each other. Playing together is more exciting.

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THE PERFECT SIMULATOR

Only Baseball Simulator 1.000 lets you play ball any way you want it. It's fully programmable baseball unlike any other game.

Complete Editing

Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own.

Intense and Realistic Action

Make a team of quick runners for a fast-paced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.

Televised Season Simulation

With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!

1

TEAM	W	L	W-L %	ERA	AVG	RBI	HR	SB	CS	OBP	SLG	OPS
1. Yankees	10	5	.667	3.50	.280	45	12	15	5	.350	.450	.800
2. Red Sox	9	6	.600	3.75	.270	40	10	12	4	.340	.440	.780
3. Blue Jays	8	7	.538	4.00	.260	35	8	10	3	.330	.430	.760
4. White Sox	7	8	.467	4.25	.250	30	5	8	2	.320	.420	.740
5. Orioles	6	9	.400	4.50	.240	25	3	5	1	.310	.410	.720
6. Angels	5	10	.333	4.75	.230	20	2	3	0	.300	.400	.700

2

TEAM	W	L	W-L %	ERA	AVG	RBI	HR	SB	CS	OBP	SLG	OPS
1. Yankees	10	5	.667	3.50	.280	45	12	15	5	.350	.450	.800
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5. Orioles	6	9	.400	4.50	.240	25	3	5	1	.310	.410	.720
6. Angels	5	10	.333	4.75	.230	20	2	3	0	.300	.400	.700

1 FULL EDITING FOR UP TO SIX TEAMS.

Play ball with your favorite major league stars, heroes from the past, fantasy leagues—even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

2 A COMPLETE, SIX-TEAM, 165-GAME SEASON RACE.

Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the season and player through the season—monitor their stats, even get top-10 rankings in batting and pitching.

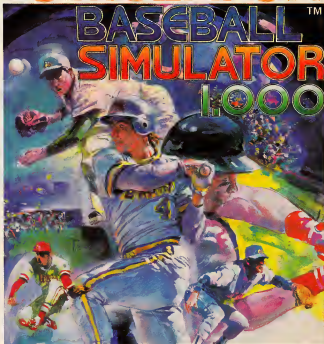


3 FULLY AUTOMATIC SIMULATION.

Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-season simulation game.

4 THE HILARIOUS FEATURES OF ULTRA PLAY.

Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Fight back with bats that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!



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Nintendo

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An action adventure from the Arabian Nights.

THE MAGIC OF SCHEHERAZADE



TM

Sophisticated Action Adventure

The ancient land of Arabia has fallen into despair. The evil magician Sabaron has released his demons from the underground, and now they are about to take over a once-beautiful land.

You have lost your memory, but you are the descendant of the legendary magician, Izo. Now it is time to return to Arabia. You must fight to defend peace and unravel puzzling mysteries to save the kidnapped princess Scheherazade.

You and your allies will travel throughout the beautiful and mysterious land of Arabia, through the future and the past, and to worlds of water, deserts, forests and flowers. It's a grand adventure waiting to be fulfilled.



Raise your strength with an assortment of magical rods and special skills.



Magical spells come to life on the screen in words of fire and bolts of electricity.



Ghost enemies of the screen and challenge you to battle.



An encounter with the enemy! Create a battle formation with your allies then fight it out with powerful magic!



1 FIVE CHAPTERS OF MAGIC AND MYSTERY, OVER 750 DAZZLING SCREENS.

Unprecedented plots, challenging puzzles, and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

2 ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

With the support of the Artificial Intelligence programming, even beginning players can enter the magical world of Scheherazade and behold its wonders.

3 MAGICAL BATTLES WITH ELEVEN ALLIES!

Seek out your trusty companions and invoke an astonishing variety of magical spells. Through the past and the future, you are the hero, battling the sinister forces of evil!

4 GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

With stunningly beautiful visuals and a musical soundtrack that will captivate your imagination. The Magic of Scheherazade is a gaming experience that'll leave you spellbound!

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REALISTIC KUNG-FU ACTION RETURNS!

IT'S A BATTLE OF THE

AFTER A PROLONGED SILENCE
THE LEGEND RETURNS

SUPER REAL KUNG-FU GAME

FLYING DRAGON™

You'll face the toughest challengers from six
different styles of fighting, at the World Tournament
of Contact Sports.

The gong has sounded. Now it's up to you to
become the World Champion.



The refined game play and
sophisticated action will leave you breathless with excitement. When it comes to
realistic kung-fu games, there's only one champion—
FLYING DRAGON.

You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the evil warriors of darkness.

CHAMPIONS

FLYING DRAGON™

The classic hand-to-hand combat game and arcade hit (Shang-Hai Kid™) is back, especially enhanced for the NES!

KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame. With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.



1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

2. THE POWER OF JUSTICE

Only by completing the mandara seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

3. TRAINING SESSION

Start your training at Shorinjū, the legendary birthplace of Kung-Fu.

4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken Kick, to knock him down!

5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

Nintendo

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NINTENDO

P • L • A • Y • E • R

NEW PERIPHERALS INCREASE NES ABILITIES...

Ever since Nintendo became king of the hill, with over 20 million systems reportedly sold so far, a number of companies have created devices to help expand the enjoyment we receive from the machine. These peripherals range from arcade-style joysticks with rapid-fire and slow-motion features to a rumored CD-ROM player that will enable you to use your stereo CD as a storage medium for new game softs that take advantage of higher memory and advanced sound effects.

We've received a flood of Nintendo add-ons in our offices recently. Most of the devices delivered on their promises of better control and more fun with the NES, but a few were particularly interesting and have subsequently received plenty of use from our gamebusters.

For those who want a joystick that does just about anything, Beeshu is still in the process of offering their Gizmo super controller. This monster of a joystick features a smooth control stick, dual sets of 'A' and 'B' buttons, independent rapid-fire, slow-motion and one or two-player capabilities! The whole unit is molded into a package with a broad base for extra leverage and a contoured shape that's sure to impress any game fanatic who may issue a challenge. We've given the Gizmo high praise before, but the stick will help your game and, in the end, that's what any good joystick should do.

Another great peripheral that's guaranteed to improve your Nintendo play is the Turbo Blaster game controller enhancer from BDL. Instead of trying to reinvent the wheel with a more expensive controller,

the Turbo Blaster allows you to use the existing pads that come packed with the Nintendo and increase their abilities!

The Turbo Blaster, designed by high-tech wizard and gaming guru Paul Biederman, essentially acts as a conduit between your pad and the



The four-player NES Satellite

NES, plugging into both the one and two-player ports on the system. Controllers are then attached to the two ports on the front of the Turbo unit.

With your pads plugged into the Blaster, you can now increase the abilities of your system by adding variable rapid-fire speeds on either the 'A' or 'B' buttons. This valuable feature provides a continuous stream of firepower! With the flick of a switch you can also activate one of the smoothest slow-mo settings you'll find on any peripheral, making you video invincible in no time at all!

If you like the pad, but want the features of a joystick, or if you have another controller you want to enhance, the BDL Blaster fits the bill perfectly. It delivers and should improve your play almost immediately.

We'll look at some more peripherals for the NES, including a new keypad/computer, in our next issue of Nintendo Player.



The BDL Turbo Blaster enhances any NES controller

BANDAI

Hyper Lode Runner™



The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg fanatics in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies commanded by the merciless General Zed, governor of the Red Lord's death camps. Only one thing is sure...none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counter-revolution. You are the last hope, the last of the great Lode Runners.



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SUPER C

FACT-FILE:

Manufacturer: Konami
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels: 8
Theme: Shooter
Difficulty: Above Average
Number of Players: 1 or 2
Available: April 1990



THE BATTLE CONTINUES...

The Red Falcon hierarchy was totally destroyed in your first encounter, but now the enemy has resurfaced with even deadlier masters! You and your buddy must now infiltrate even more dangerous terrain and wage a covert war against forces of darkness that plan to rule the earth!

Super C is the exciting sequel to Konami's all-time favorite, Contra. Loaded with even more explosive combat action, Super C continues the series with frenzied action and unmatched intensity! Fantastically detailed graphics, super Bosses and dual scrolling make Super C a worthy successor to a classic Nintendo title!

WEAPON POWER-UPS!



Machine Gun

Powerful rapid-fire gun



Spray Shot

Fires a burst of shots



Flamethrower

Shoots explosive fireball



Laser

Fires a stream of energy



MAINTAIN CONTROL!



Pushing down on the pad will make you lay flat for power and protection.

You can still fire in any direction while you are jumping enemy dangers.



You can aim your rifle in many directions to pick off soldiers at angles.

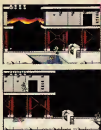


It is important to learn how to effectively capture and use the different weapons that appear. Whenever power-up containers fly on-screen, you must first shoot them to release the enhancement, and then run over the icon to collect it. Each of the weapons can be picked up twice, for even more destructive power. Other power-ups that will occasionally appear include a smart bomb that clears the screen of enemies, and a rapid-fire upgrade.

Stage One

RAID THE ENEMY FORTRESS!!

The first level introduces you into a combat situation once again, beginning with a helicopter drop. Gather power-ups early on and press ahead against the enemy guards and their ground based cannons. Work your way up the inclines and fire at an angle up and ahead of your position to take out tower troops.



BOSS!

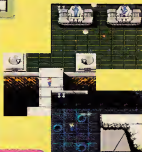
Blow the side guns off of the hell transport, and then focus your firepower on the reactor!



Stage Two

ADVANCE IN VERTICAL SCROLL!!

The perspective changes in the round, but the mission remains the same. Knock out the cannons and blast the enemy until you reach the Boss tank at the end of the stage.



Stage Three

INVADE THE JUNGLES IN PURSUIT



The perspective returns to a side-scroll in stage three. Work your way through the jungles and past cannons while taking out the bad guys!

BOSS!



You'll face double trouble in this level, with a mechanized spider and an enemy super-station standing in the way of victory!



BOSS!

This tank is commanded by rocket troopers. Take 'em out and work on the machine!



Knock out the three gunners first!



BATTLE ONWARD THROUGH FIVE MORE LEVELS OF EXPLOSIVE GAME PLAY!!!



STOP THE ENEMY ARMY!

Mid-way through your mission, the army is stopped! But something stranger seems to lurk ahead...

ALIEN WARFARE!

The war changes after you've blasted your way into the alien insides! The monsters become more aggressive and the goals harder to attain!



MEGA BOSS!

As you advance to the highest levels of Super C, the enemy will become even more alien and, like this Boss, more powerful!

TWO-PLAYER COMBO ACTION!!

Similar to the first Contra battle, Super C allows for you and a friend to take on the alien menace simultaneously with even more force!



HEAVY BARREL™

FACT-FILE:

Manufacturer: Data East
Machine: Nintendo
Cart Size: 1 Meg
Number of Levels: 7
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: April 1990



BEHIND ENEMY LINES...

You've been assigned to a top-secret mission that places you on foreign territory and in the line of fire! Armed with a powerful new assault rifle with customizing capabilities, you must invade and destroy an enemy fortress on a tiny island.

All kinds of advanced weapons, as well as the highly-skilled troops who use them, stand in between you and victory in this dazzling new multi-scroll shooter. Upgrade your weapon, collect pieces of the secret Heavy Barrel rifle, and blow the Boss Tanks and Copters to bits!



KNOW THE ENEMY AND THEIR ABILITIES!



GREEN SOLDIER

Shoots forward in a straight line. Can be destroyed by a single shot.



RED SOLDIER

Shoots forward in a straight line. Can be destroyed by a single shot.



HOVER SOLDIER

Shoots forward in a straight line. Can be destroyed by a single shot.

BUILD HEAVY BARREL FOR MEGA-POWER!

Using keys to unlock the enemy chests, six pieces of the Heavy Barrel must be located. This gun gives you tremendous power for a short amount of time once it's constructed!



POWER-UP!



MULTI-SHOT - This power-up increases forward firepower by adding shots that spray in all directions.

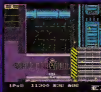


FLAME THROWER - Fires a powerful burst of heat that eliminates most of the enemy troops.

Stage One



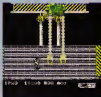
Go into battle against enemies on multi-directional



Stage Two



The action goes vertical when you enter the elevators!

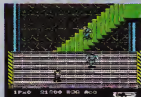


Work your way around these obstacles as the Boss draws near.

Stage Three



These cannons fire strange pulses!



Look out for soldiers on the stairs!

INVADE THE ENEMY COMPOUND

As you penetrate deeper into the enemy installation, you'll reach large cargo elevators. The game will then stop scrolling and you'll begin to lower into the fortress. Watch out for missile launchers and more enemy troops as the backgrounds scroll by!



SUPER GRENADE - Double up the destructive power of your grenade as well as increasing the blast radius.



MINE - Replace your grenade with this weapon and leave a powerful trap for any troops or Boss weapons.



KILLER DRONES - Release this weapon in place of your grenade to take out anything that approaches.

TECMO WORLD WRESTLING™

*1 PLAYER
2 PLAYERS
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FACT-FILE:

Manufacturer: Tecmo
Machine: Nintendo
Cart Size: 1 Meg
Number of Levels: N/A
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: April 1990

HIT THE CANVAS WITH REAL ACTION!



Battle it out with wrestling moves...



...inside and outside of the ring!

Play-By-Play

During the course of each match the ring announcer will follow the moves of both wrestlers.

Hot on the heels of blockbuster sports simulations Tecmo Baseball and Tecmo Football, Tecmo strikes once again with Tecmo World Wrestling. Compete against ten different wrestlers with multiple wrestling moves! Wrestling action is enhanced with move-by-move commentary and full-screen intermissions! Fight your way to the top!



Grab ahold of your opponents...

...and bring them crashing down!



Go Into Training!

Before matches, go to the gym to work out in three different exercising events! Hit the buttons repeatedly to work up a sweat as well as your power meter!

Squats



Sit-Ups



Push-Ups

Select A Wrestler!

Each participant has his own strengths, skills and specialty moves!



VEGAS DREAM IS HERE!



Bring the Strip to your neighborhood—and the casino of your choice home to your living room. Set off with your friends to that magical oasis where dreams come true, and fortunes are made and lost. Combining four of the most popular casino games into one exciting package, VEGAS DREAM lets up to four players compete in the Hal Palace Hotel casino. Side bets, sub-plots and a cast of fascinating characters assure non-stop action. Try your hand at Blackjack or Roulette, spin the Slot Machines in denominations from \$1 to \$100, then take a little break in the action and play a few games of Keno. Loan money back and forth, change to a different game at any time, or save your bankroll to use next time. Take a chance on VEGAS DREAM—odds



are you're going to love it.

Available April, 1990.



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SEGA

M · A · S · T · E · R · S

SEGA 8-BIT GETS SUPPORT FROM EUROPE

The Sega Master System is looking much healthier since the CES expo in Vegas where a half-dozen new softs were shown. The system also signed on Seismic as a new third-party licensee (to handle Imagineering's excellent RC Grand Prix game) and has received a new promise of support from the big 'S' themselves.

Additional support for the Master System may be forthcoming from a very unlikely place. While most of the moving and shaking in the console game market begins in Japan, Sega is having great success attracting developers in Europe, where the Master System is number one!

Besides boasting a library of games that include many titles that would be totally unfamiliar to American 8-Bit owners, Virgin/Mastertronic, the distributors of the Master System in Europe, have signed on mega-developer US Gold to produce SMS versions of Gauntlet 2 and Impossible Mission!

While these games aren't yet finished, the chances of additional 8-Bit support from Europe is a welcome surprise to all

Master System owners who are waiting for new softs to appear from outside sources. If Sega continues to go over well in the U.K. and other countries, we could ultimately see most of the 8-Bit development originating on European soil. And, with the Mega Drive (Genesis) expected to become a reality later in the year, we may see a number of 16-Bit softs released from Ocean, US Gold, or any of the other labels.

Will we see these or other Sega 8-Bit games appear in the U.S.? Probably, although that can't be confirmed at this time. Sega has a number of other titles, such as the arcade conversion of the first-person shooter Bank Panic, the Pit-Pot is a multi-level



Bank Panic is based on an old Sega arcade game



Why are these games available in the U.K. but not here? Many were passed over by Tonka when they handled the SMS, but Sega will be bringing several of these games, such as Psycho Fox, out later this year!



Gauntlet 2 and Impossible Mission will soon go Sega courtesy of US Gold.

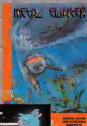


puzzle game Pit-Pot, Psycho Fox or even the final version of the SegaScope 3-D Out Run game.

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TURBO CHAMP

David White

TURBO GETS SPORTS, RPG, AND CD GAMES

NEC is finally starting to carve out an identity for their TurboGrafx system by focusing on a number of gaming genres. NEC had decided to continue heavy development for the high-priced CD-ROM system, as well as translate several blockbuster CD titles such as Y's and Red Alert from Japanese to English (with new voice-overs).

Utilizing the special arrangements NEC now enjoys with software companies such as Cinemaware, new CD titles are under development. Cinemaware will also be instrumental in Turbo's library of sports titles. Capitalizing on the TV Sports trademark, NEC will bring new football, boxing and basketball games out this year.

More familiar fare, such as RPGs, will also be emphasized more by NEC in the new year. Double Dungeon is the big title, although standard action games like Bonk's Adventure, Bloody Wolf and Neutopia will also be stressed highly. Here are some previews of games that are under review or may appear later in the summer...

SPORTS



TV Sports Football



TV Sports Basketball



Super Volleyball



CD-ROM



Y's Ancient Lands



Valis 2



It Came From the Desert



Red Alert



Double Dungeon

RPG



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OUTPOST: GENESIS

ARCADE POWER STICK AND GAME NETWORK IN SEGA GENESIS' FUTURE...



The Sega Genesis Arcade Power Stick joystick

Although the control pads for the Sega Genesis are more than adequate for the task, a compatible joystick is long overdue. Sega hopes to remedy the lack of a stick here in the U.S., while Japanese 16-Bit owners are starting to enjoy a whole new kind of gaming on their machines and Tel Tel Modems (the TeleGenesis).

The Arcade Power Stick, first previewed at the Las Vegas CES, combines almost any feature you could want or find in an arcade or consumer joystick. The sleek, black peripheral is weighted to maintain proper control, and comes with a true arcade style joystick positioned on the left, and three

buttons and a 'Start' button placed on the right of the crescent-shaped controller. The stick has a nice feel to it, and is quite responsive to input.

The super-charging features, now a necessity on most advanced joysticks, include a slow-motion option to for really intense games, as well as three independent rapid-fire switches - one for each of the three buttons. This is a particularly useful and very nice touch that will make the stick work better with all games, allowing you to tailor the special functions to the game you're playing.



The Sega Mega Drive Game Network

All in all, the Arcade Power Stick should satisfy anyone who has a terrible need for a Genesis joystick. The Arcade Power Stick is a reasonable upgrade in Genesis controllers that, with the added features of slow-motion and rapid-fire, definitely improve scores for those who need help.

SEGA MEGA-ANSWER

Sega has just released a modem communications package in Japan that will now allow Mega Drive owners to handle personal banking, receive an electronic newsletter, and download games through a keypad and Mega-Answer card. While Sega won't confirm an American version of Mega-Answer, the applications of this technology would make the Modem much more viable. More in future issues.



Phantasy Star 2 on the Sega Game Net

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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GAMEBOY™ CLUB

the Game Boy, GBA has been around since the Game Boy Advance is still going strong. The word Game Boy has been around for some time, and it's still going strong. The word Game Boy has been around for some time, and it's still going strong. The word Game Boy has been around for some time, and it's still going strong.

The quality of the game's graphics is shown in the Game Boy Advance. The quality of the game's graphics is shown in the Game Boy Advance. The quality of the game's graphics is shown in the Game Boy Advance. The quality of the game's graphics is shown in the Game Boy Advance. The quality of the game's graphics is shown in the Game Boy Advance.

With all of these new carts, the Game Boy is definitely more attractive as a game machine and an interchangeable system.



Nexoft

Penguin Wars

Penguin Wars is an odd name for what is essentially a shuffleboard/air hockey variant for one or two players head-to-head.

Activision

Malibu Beach Volleyball

Overhead volleyball simulation for one or two players. Teams compete in standard rules, with Game Boy babes keeping score.



Electrobrain

Fist of the North Star

Based on the Kenshiro character, Electrobrain's title introduces martial arts mayhem against a number of opponents.



Taito's Flipull

This arcade puzzler uses stacks of blocks which must be eliminated by the on-screen hero who moves up and down a ladder at the right. The different squares can be ricocheted off of walls to capture blocks in the stack.



Shinsei Master Karateka

Ported over from the computer game, Master Karateka features a kung-fu hero pitted against an army of thugs guarding his girl. Movie intermissions are also included with power-ups and more.



Culture Brain
Kung-Fu Kids

Based on the dynamic duo made popular in Culture Brain's Kung-Fu Heroes game for the NES, Kung-Fu Kids downscales the multi-level punching and kicking theme for the GameBoy.



Capcom
Gargoyle's Quest

You star in the title role as a Ghost and Goblins demon on a multi-directional scrolling quest filled with great graphics and play.

Tradewest
Double Dragon

One of the best GameBoy games to appear so far! The graphic characters and action nearly duplicate the super NES version.



Taito
Space Invaders

The classic arcade horizontally-mobile cannon-firing space shooter is translated near perfectly on the GameBoy.



Acclaim
Wizards & Warriors-Chapter 10

The side-scrolling Wizards and Warriors game continues on the smaller screen and with several new play techniques and options. Takes the familiar concept and introduces new challenges.

FCI
Boxxle

One of the first puzzle games previewed for the GameBoy. Push boxes on top of targets in different patterns.



SNK
Dexterity

Another block-moving puzzle game for the GameBoy that uses additional enemy characters and movement options.



LJN Toys
Spiderman

A dynamite action game that features scrolling action in both vertical and horizontal perspectives. Add enhanced techniques, power-ups and graphic intermissions with storyline text and you get a great game.



2 PLAYER GAME

SELECT COM TEAM



CSG Imagesoft
Soccer Mania

Form teams from a number of countries in this arcade-style overhead-scrolling sports simulation. Kick the ball up and down the field while passing and shooting for goals against the computer or a friend.





Data East **Lock 'n Chase**

The Data East dot-chomping bandit is back on the GameBoy. Gather dots and avoid police in this Pac-Man clone.

Nintendo **Solar Striker**

This outer-space shooter is not nearly as intense as Konami's Gradius, but it does offer vertical action and plenty of blasting.



Electrobrain **Deadheat Scramble**

If driving a car on the sides of a tube is your idea of a racer, then this is for you! Deadheat is frantic and fun driving action with a twist.



Kemco **Deathball**

This maze/puzzle game introduces a loveable little blob into a world of surprise and danger. Locate items and find your way out!



Nintendo **Blockade**

A classic arcade and home game, Blockade allows one or two players to compete by making walls to trap the opponent in!



Mindscape **Paperboy**

The three-quarter scrolling backgrounds of Paperboy come off surprisingly well in this coin-op adaptation. Detail is very good.



Romstar **World Bowling**

Romstar brings this Bowling simulation to the GameBoy! Compete for a perfect 300 while adjusting placement, spin and more!



Sunsoft's **Batman**

One of the hottest NES games has now become one of the best GameBoy titles, with fantastic intermissions, great scrolling action and several types of Bat-weapons. Batman is definitely one of the best games we've seen for GameBoy!



NTVC **Power Mission**

This military war-simulation lets you command a variety of weaponry into battle on the sea.



Seta **Q-Billion**

Six different types of puzzle action starring Mr. Mouse highlight this interesting GameBoy entry.



Milton Bradley Mousetrapped Hotel

Not much was completed on this action game set to involve player-controlled mice against deadly mazes filled with traps.

Milton Bradley Scrabble

The popular word/board game goes portable in this GameBoy version for one or two-player competition.



Jaleco Pinball Party

Jaleco's Pinball Party represents the second pin game to appear on the GameBoy, again featuring multi-screens and lots of targets.



Ultra NFL Football

Football action for one or two players. Plan your offense running or passing, and defend your goal line when the opponent has the ball.



Nexoft Ashido - The Way of Stones

This is a very strategic brain-busting puzzle game that plays like a completely original and enhanced version of board games like Chess.



Kemco Bugs Bunny Crazy Castle

Adapted almost entirely from the NES game of the same name, Bugs Bunny must work his way through mazes collecting carrots.



Asmik Boomer's Adventure in Asmik World

This maze-chaser features Asmik's mascot in all types of wonderful environments.



GAMEBOY GAMES!!!

For those of you who need to be in the know, here's a complete listing of all the GameBoy games that have been announced by Nintendo and their licensees. While Nintendo will produce the GameBoy softs of any company, rumors indicate that restrictions may be placed on the number of games that will be produced this year (waiting to see how well the softs sell), so not all of these carts will likely show up on store shelves in 1990...

Golf
Ox
Kwik
Mailbu Beach Volleyball
Boomer's Adventure in Asmik World
Hyper Lode Runner
Flat of the North Star
Helanko Allen
Red Arena
Blockade
Roman's Curse
Pipe Dream
Hatrix
Dragon Slayer - The Legend
Flying Dragon
Jeopardy
Chess Master
Pinball Party
Selection
Deathball
Paperboy
Spiderman
Master Karateka
Burna Fighter
Beetlejuice
T&C Surf Designs
NBA Basketball
Gradus
NFL Football
Lock-n-Chase
Deadheat Scramble
Jordan vs. Bird Basketball
Mousetrapped Hotel
Scrabble
Penguin Wars
Solar Striker
Ashido - The Way of the Stones
Wheel of Fortune
Soccer Mania
Solomon's Club
Head - On
Kung-Fu Kids
GB Bases Loaded
Bugs Bunny Crazy Castle
Heart Attack
Daedalian Opus
World Bowling
Q-Billion
Power Mission
Gargoyle's Quest
Wizards and Warriors - Chapter 10
Double Dragon
Boxxle
Flipull
Space Invaders
Monster Master
Skate or Die - Bado or Bad
Teenage Mutant Turtles - Fall of Foot Clan
Bill Elliott's NASCAR Fast Tracks
Dexterity
WW Superstars
Dewey's
Batman
The Great Warrior SAGA
Ultima
Adventure Island

ATARI ADVENTURE

"I've got a Lynx, but when are there going to be new games available!!?"

This has become the common question of that lucky breed of gaming elite known as the Atari Lynx Color Portable Game System owner. While the system's advanced scaling hardware functions and outstanding graphics were shown off quite effectively in the first batch of four Lynx titles (California Games, Gates of Zendocon, Blue Lightning and Electrocop), players are

already demanding new cards that will continue to take advantage of the Lynx hardware and provide the steady flow of fun-filled game softs.

Several new titles are already available, or will soon be in production. These include Chip's Challenge, a color puzzler, and Gauntlet: The Third Encounter. Both of these games display some spectacular images throughout the multiple levels of brain-busting and arcade action play.

Lynx owners should not fret, however, since EGM has managed to grab the first photos of a slew of new portable games that take the Atari handheld to all new limits! While you must understand that many of the screens on these pages are still in the early pre-production stages, they clearly demonstrate the graphics power of the Lynx and the range of games that it can produce. Game quality that will be needed when the Lynx launches nationally.



Ninja Gai Den

This martial arts masterpiece will arrive on the Lynx in its more complex and visually stunning arcade version. The quarter-eating Ninja Gai Den differs from the blockbuster Nintendo original in many ways, including the types of enemies which must be fought, the kinds of techniques that can be performed (such as running up walls and jumping backwards and swinging from posts) and, above all, the quality and detail of the background and character graphics used to bring the adventure to life. Vivid intermission sequences open this potentially explosive action hit!

LYNX NEW SOFT NEWS!

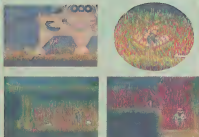
Hang in their hand-held gaming fans, the Lynx looks great and very soon it will have even more games to show off its antastic features! In addition to the preview on these two pages, more than two-dozen additional Lynx softs are in the works, many with familiar names like...

<u>Title</u>	<u>Release Date</u>	<u>Players</u>
Klax	June/July	2
Rampage	July/August	4
Red Baron	September/October	4
Vindicators	September	2
Checkered Flag	December	2
3-D Bannage	July/August	2
Super Soccer	September/October	2
Tour. Cyberball	August/September	2
720 Degrees	October	1
Paperboy	August/September	1
A.P.B.	October	1
Rygar	October/November	1
Stealin' Home	January '91	2
Football	September/October	2
Grid Runner	August/September	4
Turbo Sub	October/November	4
Junkyard Dog Special	November	1
Masters Golf	Unknown	4
Time Lords	January '91	4
Super Hockey	Unknown	2
Pinball Soufle	December	2
BlockOut	Unknown	1

Please Note: Names and dates may change prior to release.

Slime World

Another Lynx original! This gross-out action game has our heroes (multiple players can participate with the Com-Lynx) engaging in a search and destroy mission on a world composed almost entirely out of green, globbing slime! Slime is everywhere you look - there are even gooey waterfalls of slime! It's your job to leave the security of your spaceship and explore the maze-like caverns of sludge, avoiding alien attacks and trying not to get covered in the stuff!



Xenophobe

This game could easily be labeled "Xenophobe: The Special Edition" thanks to all of the extras not found in the original arcade piece. This Xenophobe follows the same basic plot of the coin-op, with up to four people each experiencing their own personal battles against alien invaders on outposts and space stations across the galaxy! Search for weapons, fight off monsters alone or in tandem with others using the Com-Lynx, and warp to greater dangers in this spectacular arcade translation.



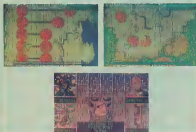
Road Blasters

One of the first Atari Games/Tengen arcade titles to be transferred over to the Lynx. This game, although still in development, promises to be everything that the coin-op was, from exploding cars to detailed skylines to special warp bonuses. The graphics are nearly identical to the arcade original, with twisting and turning roads filled with cars, cycles and power-up planes that award an even more potent arsenal. Expect a carbon-copy of the coin-op in almost every way!



Zarlor Mercenary

Space shooters go vertical for the first time on the Lynx! Zarlor is an intergalactic shoot-out with some very important differences. Not only do you command a sleek star fighter through some of the most deadly regions of the galaxy, you can also power-up your ship in by purchasing enhancements in special shops. The game play is very early on this one, but the backgrounds and initial execution indicate that this could be a big hit for the Lynx.





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